Virtua Fighter 4 EVOLUTION

VIRTUA FIGHTER 4

Virtua Fighter 4™

TEEN
T
CONTENT RATED BY ESRB

SEGA®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing Virtua Fighter™ 4 Evolution. Please note that this software is designed only for use with the "PlayStation®2 computer entertainment system." Be sure to read this instruction manual thoroughly before you start playing Virtua Fighter™ 4 Evolution.

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Virtua Fighter 4

EVOLUTION

VIRTUA FIGHTER 4

™

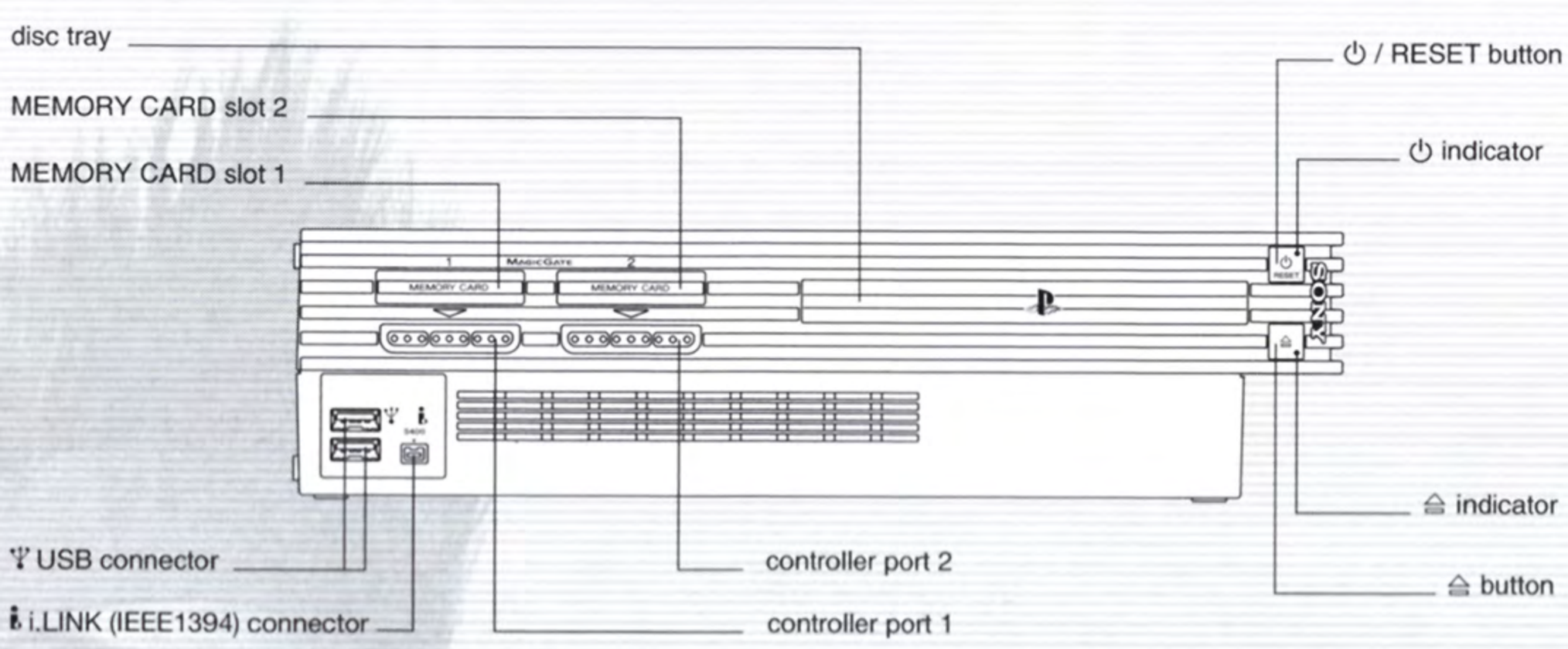
One year has passed since the "Worldwide Martial Arts Championship," The Virtua Fighter 4 national tournament... Now, the date has been set for a new national tournament, the "Worldwide Martial Arts Championship II."

To qualify for the "Worldwide Martial Arts Championship II" tournament, you must fight your way through all of the arcades in the city, and make a name for yourself in the local tournaments.

The entire city stands before you in your quest to become the number one Virtua Fighter player...

And to emerge victorious from the "Worldwide Martial Arts Championship II."

STARTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the ⏻ /RESET button. When the ⏻/indicator lights up, press the ⏏ button and the disc tray will open. Place the Virtua Fighter™ 4 Evolution disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

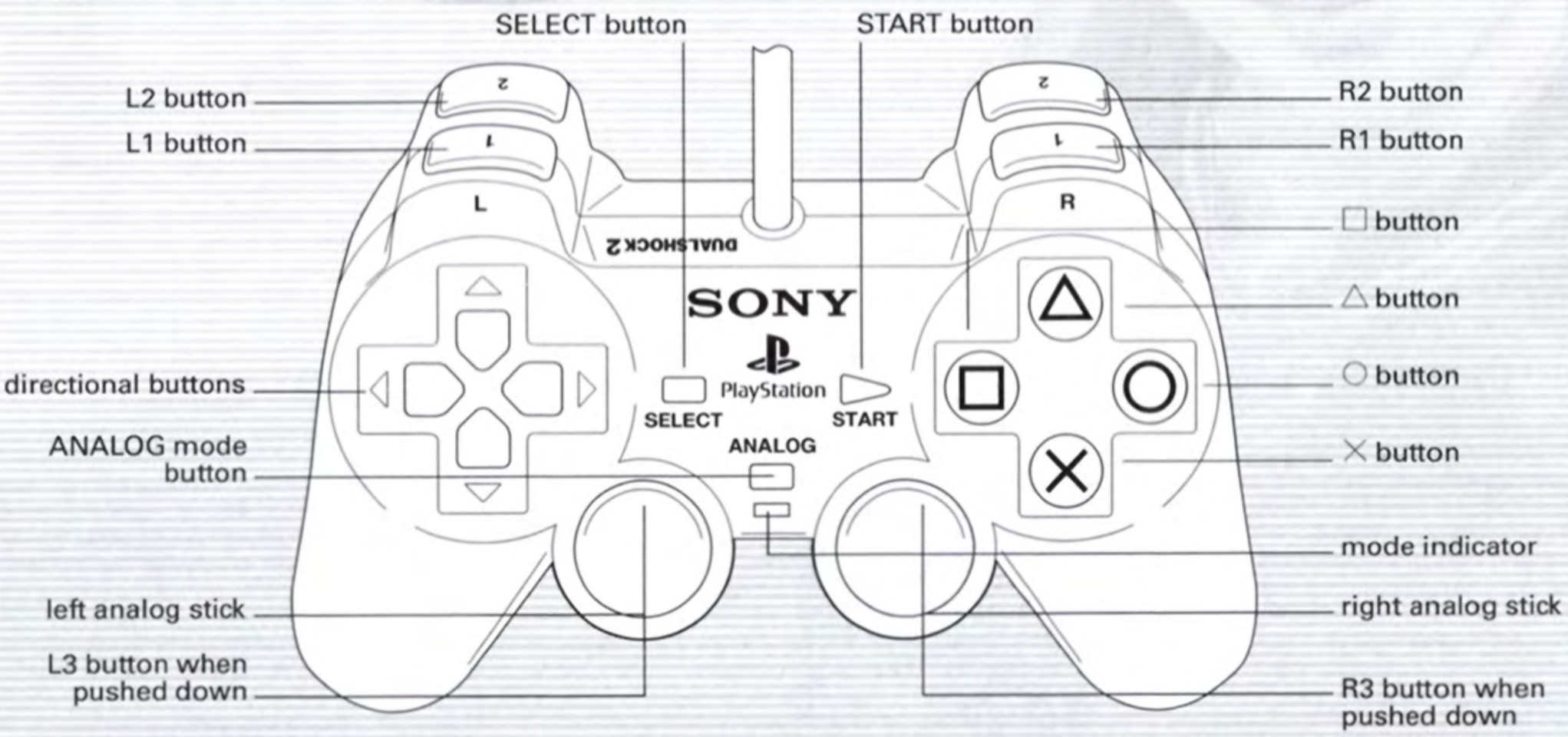
MEMORY CARD (8MB) (FOR PLAYSTATION®2)

Virtua Fighter™ 4 Evolution is a memory card (8MB) (for PlayStation®2) compatible game. When you play Virtua Fighter™ 4 Evolution for the first time, if a memory card (8MB) (for PlayStation®2) is inserted into MEMORY CARD slot 1, a system file will be created to save settings and records. A minimum of 167KB is required to create a System File. Do not switch the power to off or remove the memory card (8MB) (for PlayStation®2) while saving.

CONTROLLER

Virtua Fighter™ 4 Evolution is a one to two player game, and compatible with both the DUALSHOCK® analog controller and the DUALSHOCK®2 analog controller. When playing a 1P game, connect the controller to controller port 1. When playing a 2P game, connect the controller for the 2nd player to controller port 2.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Buttons to use	Menu/Select Screen	During Match
Directional buttons	Move cursors	Control character
◉ Button	Enter	Kick (Ⓚ)
⊗ Button	Enter	Punch (Ⓟ)
△ Button	Cancel	Punch (Ⓟ)
▣ Button	Cancel	Guard (Ⓖ)
START Button	Change color during character selection	Display Pause menu
SELECT Button	Display Player Data Select screen during character selection	Display Pause menu

Special Options During TRAINING Mode (see p.13)

L3 Button (push down left analog stick)	Reset Damage Combo Count
R3 Button (push down right analog stick)	Reset character positions

✪ The button settings described in this instruction manual are default settings which can be modified in **OPTIONS:SETTINGS:CONTROL** (see p.18) and assume you are using the DUALSHOCK®2 analog controller.

Command Display

The basic controls used during gameplay are displayed on the right. Note that the controls listed assume the character is facing right. If a character is facing left, the right and left controls of the directional buttons must be reversed. To input a diagonal direction, press the 2 directional buttons surrounding the direction you wish to press.

➡	Hold the directional button in the direction indicated.
⇨	Tap the directional button in the direction indicated.
Ⓟ	Press to punch.
Ⓚ	Press to kick.
Ⓖ	Press to guard.
+	Press two or more buttons at the same time.

COMMON COMMAND TECHNIQUES

Basic Controls

With the directional buttons, a character can advance, step back, crouch or ARM. Use Ⓟ (△ or ⊗ buttons) to punch, Ⓚ (◎ Button) to kick and Ⓖ (▣ button) to guard. Also, a character can combine the directional buttons with Ⓟ Ⓚ Ⓖ to perform a wide variety of moves.

RUNNING

⇨➡

A character runs forward. If you let go of the directional button, the character stops running.

DASH/BACK-DASH

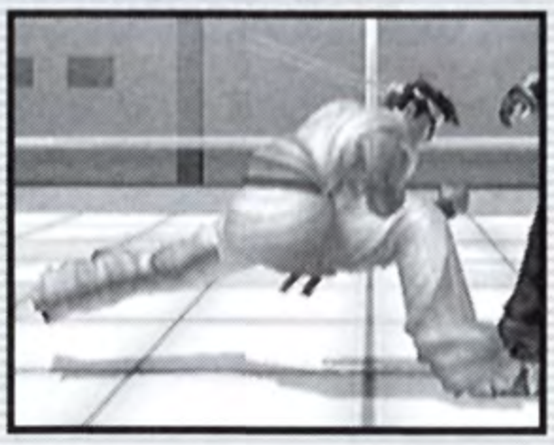
⇨⇨ / ⇦⇦

A character can dash a short distance forward or backward.

CROUCHING DASH/ CROUCHING BACK-DASH

⇩⇩ / ⇩⇩

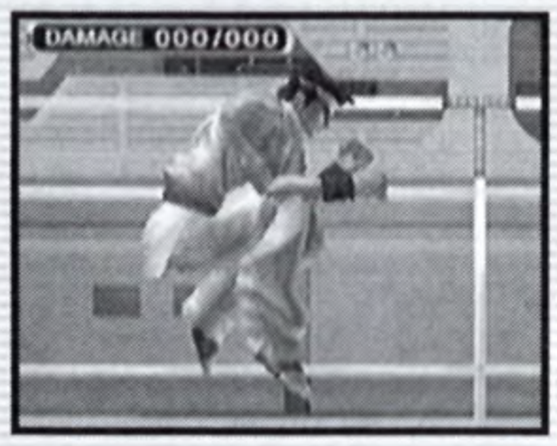
A character can dash a short distance crouching forward or backward.



JUMP

Press and hold ⇧+Ⓟ (or Ⓚ)

A character can jump.



ARM (ALL RANGE MOVE)

Walk any direction (except ⇩) and move in any direction you like.

If you press and hold any directional button except ⇩, your character will begin walking. To command your character to walk downward, press ⇩, and immediately press and hold ⇩ again.

ACTIONS

As well as the basic commands mentioned on the previous page, each character can perform a variety of actions by combining the directional buttons with Ⓟ, Ⓚ and Ⓖ. Below are the basic action combinations for attacking and guarding.

THROW

Ⓟ+Ⓖ

When your opponent is close, you can perform a throw with Ⓟ+Ⓖ. There are also additional throw commands individual to each character.

THROW ESCAPES

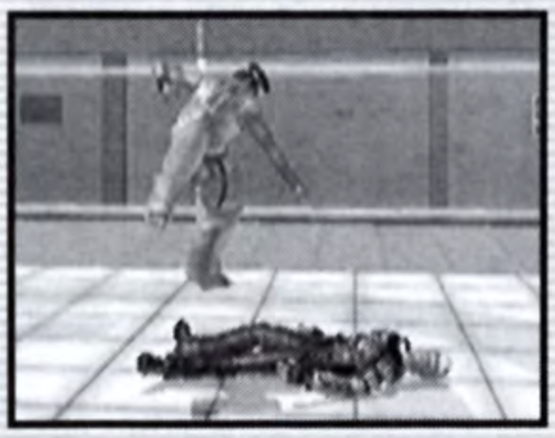
Ⓟ+Ⓖ

With a throw escape, you can evade your opponent's throw. For other throws that use Ⓟ+Ⓖ and a direction, enter the last direction of a command simultaneously.

DOWN ATTACK

⬆Ⓟ (while your opponent is down)

When your opponent has been knocked down to the ground, you can perform a follow-up attack. Some characters have additional attacks as well.



CHANGE DIRECTION

Ⓖ or appropriate directional button

When your back is turned to your opponent, you can switch direction rapidly by pressing Ⓖ or the appropriate directional button.

GETTING UP

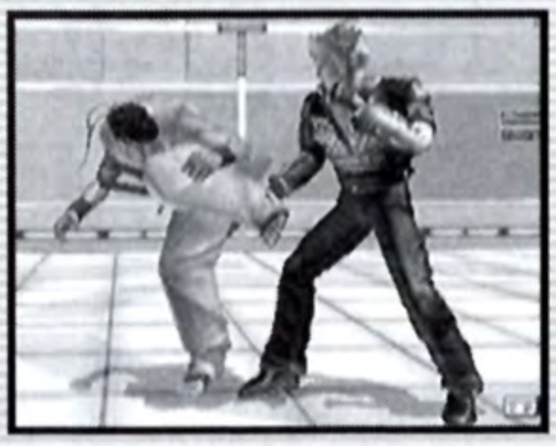
Ⓟ or Ⓖ (while currently down)

When your character is knocked down, you can make him/her get up faster.

RISING ATTACKS

Ⓚ or ⬇Ⓚ (while knocked down)

When getting up, you can make your character perform middle/low attacks.



EVADING

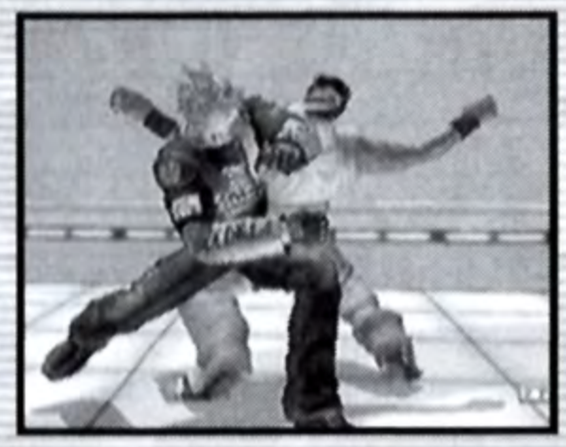
⇧ or ⇩ (set back to neutral after pressing)

You can dodge an attack from your opponent by moving to the right or left.

EVADE ESCAPES

Ⓟ+Ⓚ+Ⓖ (during evade)

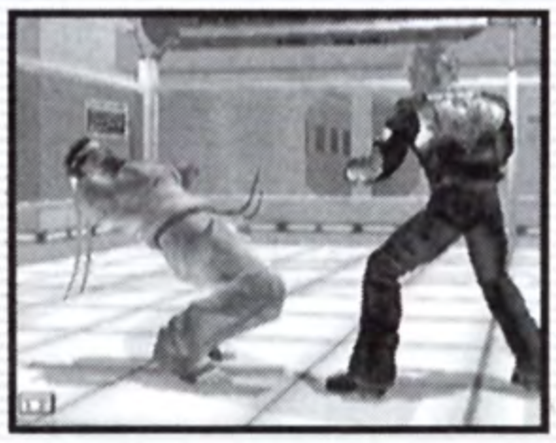
After evading attacks from your opponent, you can perform counterattacks. Moves vary depending on the character.



RECOVERY

Ⓟ+Ⓚ+Ⓖ (when you are about to fall)

When you are just about to hit the ground, press Ⓟ+Ⓚ+Ⓖ to spring back up, and evade a Down Attack from your opponent.



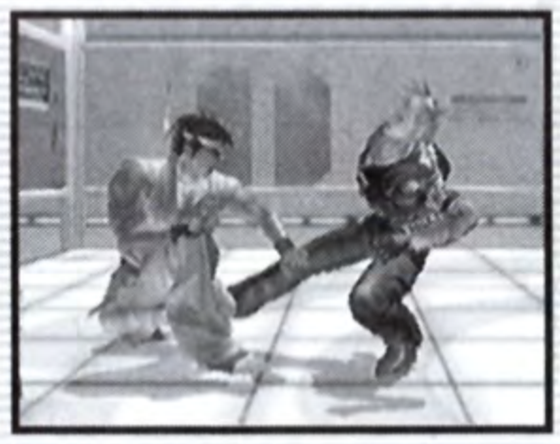
OTHER ACTIONS

Some actions can only be performed by specific characters. A sample can be found in the Character Profile and Command List section on p.21.

REVERSALS

High Attack ⇦Ⓟ+Ⓚ　　Mid Attack ⇧Ⓟ+Ⓚ　　Low Attack ⇩Ⓟ+Ⓚ

With this move, you can counterattack your opponent. Different directional buttons are used depending on attributes of the attacks i.e. High/Middle/Low Attacks.



DEFLECTING

With this move you can deflect attacks from your opponent. If you deflect successfully, your opponent will stagger, which gives you a better chance to hit back.

CHARGE ATTACK

Push down on the last button you pressed

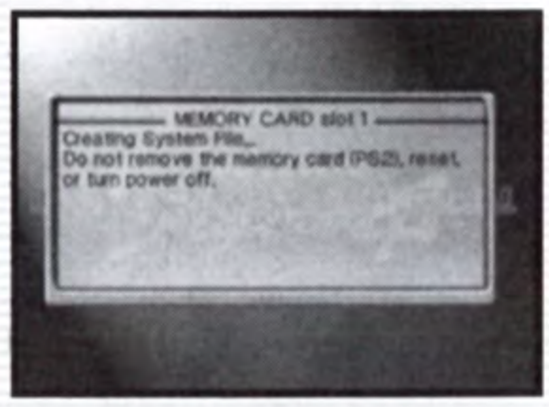
By holding down on the last button you pressed, you will be able to make a strong charged move.

ATTACKING BY THE WALLS

In many stages there are breakable walls. You can eject your opponent through broken walls, or inflict extra damage by hitting them against the wall.

CREATING/LOADING THE SYSTEM FILE

When you play Virtua Fighter™ 4 Evolution for the first time, a System File will be created automatically to save the settings and records.
To create a System File, free space of 167KB is required. When starting the game, any previous Virtua Fighter 4 Evolution data found on the memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1 will be loaded automatically.



MAIN MENU

The **MAIN MENU** is displayed when you press the START button at the Title Screen. Make a selection using the directional buttons ⬆ ⬇ and press ◎ or ✕ buttons to enter. Pressing △ or □ buttons cancels the selection.

MAIN MENU ITEMS

ARCADE P.8	Play against characters operated by the CPU through 11 stages. Unlimited Continues are possible in this mode.
VS P.11	Compete against a human opponent. A second DUALSHOCK®2 analog controller is required for this mode.
QUEST P.11	Fight your way through rival opponents at virtual arcades to become the top VF player.
TRAINING P.13	Train your character and improve your fighting skills and techniques.
REPLAY P.16	View replays of previously fought matches.
OPTIONS P.17	Adjust various settings, and save/load your System File.

HOW TO PLAY THE GAME

There are six items in the **MAIN MENU**. The following describes each item in detail as well as how to play the game.

ARCADE	Fight against CPU-controlled opponents.

When this item is selected, the **CHARACTER SELECT** screen is displayed. If **ROUTE** is set to **SELECT** in **OPTIONS:SETTINGS:GAME**, you will be asked to choose a route before selecting a character. Select a route with the directional buttons ⬆ ⬇ and press ◉ or ⊗ buttons to enter.

CHARACTER SELECT Screen ⇨ Also applies to VS, QUEST and TRAINING

Select a character with the directional buttons ⬅ ➡ ⬆ ⬇ and press ◉ or ⊗ buttons to enter. Holding down START button lets you change the style of your character's outfit, and SELECT button displays the Player Data Select screen. When **VS STAGE** is set to **SELECT** in **OPTIONS: SETTINGS:GAME**, you can also choose the stage in **VS** mode.

Player Data Select ⇨ Also applies to VS, QUEST and TRAINING

By selecting **Switch Player Data** and pressing ◉ or ⊗ buttons, you can choose one of two sets of Player Data for the highlighted character.

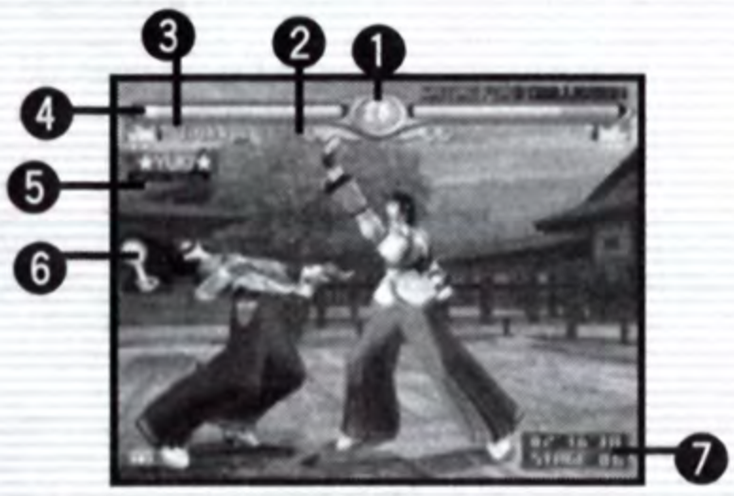
Player Data for each character contains a record of match results, proficiency level and character customization. In **QUEST** mode, Player Data can be edited by changing the ring name or purchasing equipment.

Loading Player Data

Player data is included in the System File stored on the memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1, and is loaded automatically at startup. The System File contains a total of 30 sets of unique Player Data comprising two sets for each character.

GAME SCREEN ⇨ ALSO APPLIES TO VS AND QUEST

During gameplay in **ARCADE**, **VS** and **QUEST**, the game screen appears as below. Some information may vary depending on the mode selected.



❶ Time Remaining
When this reaches zero, the round is over and the player with the highest remaining Energy wins.

❷ Match Credits
Displays how many rounds have been won by each player. One lamp lights up in yellow each time a round is won.

❸ Selected Character
The name and face of your selected character is displayed.

❹ Energy Remaining
This decreases as your character takes damage. If it reaches zero it's a K.O.

❺ Ring Name
The ring name of the player is displayed here (only when Player Data is in use).

❻ Stagger Mark
When staggering, the Stagger Mark is displayed on your player's side. Press the directional buttons and other buttons in quick succession to speed your character's recovery.

❼ Total Time Elapsed and Stage Count
Displays the total time elapsed since the game began and the stage you are presently at (**ARCADE** mode only).

PAUSE Menu ⇨ Also applies to VS

If you press START or SELECT buttons during a round, the game will pause and the **PAUSE** menu will be displayed. Press ◉ or ⊗ buttons and select **YES** to return to the **MAIN MENU**, or press START or SELECT buttons again to continue the game.

Save Replay ⇨ Also applies to VS and QUEST

By pressing SELECT button during the winning or losing animation, you can save a replay of the entire match onto the memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1. Replay Files require a minimum of 34KB and can be viewed in **REPLAY** (see p.16).

WHAT'S A MISSION?

During **ARCADE** mode you are sometimes presented with missions. If you complete the mission, you will be awarded with Items or Fight Money, regardless of the outcome of the match. Items and Fight Money obtained here can be used in **QUEST** mode.

Winning a Round ⇨ Also applies to VS and QUEST

There are three different ways a round can be won. When either player completes the requirements to win, the round will end. In the event that the Energy of both players reaches zero at the same time, or both players have the same Energy remaining when **Time Up** is called, the round will be a Draw and each player will receive one Match Credit.

THREE WAYS TO WIN

K.O.

Knock out your opponent by reducing their Energy to zero. If your opponent is knocked out and you sustain no damage the win becomes **Excellent**.

RING OUT

Regardless of Energy remaining, if your opponent leaves or is knocked out of the ring, you will win the round.

TIME UP

If the time reaches zero, the player with the highest Energy remaining wins the round.

SUDDEN DEATH

When the game is at a match point for both characters and the round is a Draw, the game will continue in **Sudden Death** in which both characters fight with almost no Energy remaining. If the game still cannot determine the winner and ends in a Draw, then the CPU or player that started the round wins.

Game Over and Continue

When you lose a match in **ARCADE** mode, the game will end and the **Continue** screen will appear. Press START button to restart from Round 1 of the previous match before the countdown reaches zero. There is no limit to the amount of times you can **Continue**.

Join In During Gameplay

During gameplay in **ARCADE** mode, a second player can join the game. Connect a second controller to controller port 2 and press START button. **Challenger Comes** will be displayed on the screen and the game will begin after Player 2 has selected a character. It is also possible to win prizes that can be used in **QUEST** mode.

VS	Duel against another player

In **OPTIONS: SETTINGS:GAME** you can make changes to the **VS** mode play environment such as the length of each round and the match count.The match begins when both players have selected their characters. It is also possible to win prizes that can be used in **QUEST** mode.

QUEST	Fight your way through arcades to become the top VF player

Battle against different rivals at the arcades to win the local tournaments and get your chance to compete in the national tournament. By winning the tournaments and completing the Quest Orders, you can receive Items and Fight Money (that can be used in the shop to purchase Items) allowing you to customize your character.

TYPICAL QUEST MODE GAMEFLOW

Character Select

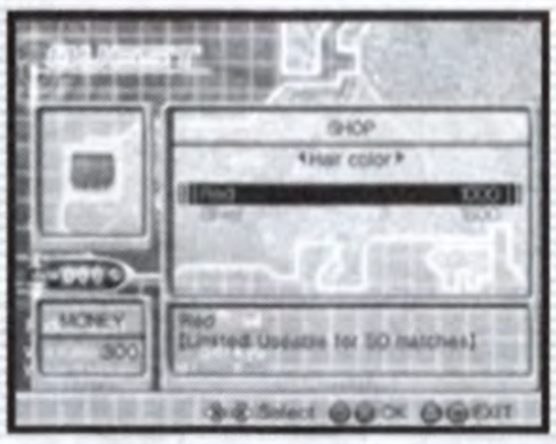
First select a character. If you wish to change the Player Data, press SELECT button to display the Player Data Select screen and choose the Player Data you wish to use.

⬇

Battle at the Arcades

Various arcades are marked on the map. Use the directional buttons ⬅ ➡ to select a location and ◉ or ⊗ buttons to enter. At the arcade, you can take part in tournaments as well as see the arcade rank distribution.

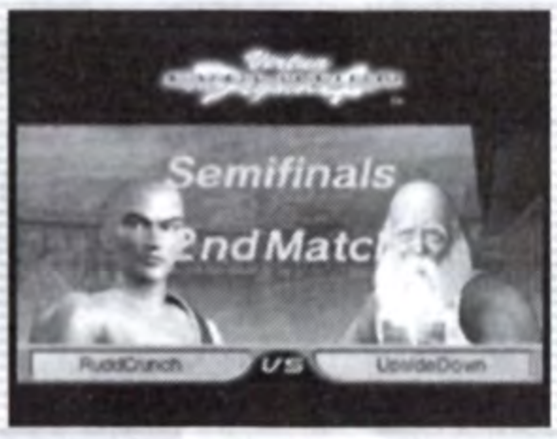
⬇



Purchase Items and Customize your Character

You can purchase a variety of Items at the **SHOP** using Fight Money awarded. Select **EDIT** in the **QUEST MENU** to customize your character by purchasing Items or color coordinating their outfit.

⬇



Enter the Tournament

By completing the entry requirements, you can enter the arcade's tournament. There are many kinds of tournaments, and many opportunities to win prizes of Items and Fight Money.

⬇

Move on to the next level to challenge more powerful opponents!

VIEWING THE MAP

The various levels in **QUEST** mode are navigated using the Map. Use the directional buttons ⬅ ➡ to select an arcade and press ◉ or ⊗ buttons to open the arcade menu.

❶ Arcade Icon
Shows the presently selected arcade.

❷ Calendar
Total time elapsed in **QUEST** mode.

❸ Personal Data
Player Data relating to the presently selected character. Data includes the ring name, rank, match history, win ratio and outfit. (Press L1 or L2 buttons to switch between outfits).

❹ Arcade Data
Shows information relating to the currently highlighted arcade.

❺ Controls
Shows the controls for navigating the Map.

Arcade Menu

Select an arcade and press ◉ or ⊗ buttons to open the arcade menu. Choose a menu item using the directional buttons and press ◉ or ⊗ buttons to proceed to one of the following.

Begin match
Fight against a variety of opponents.

Select Quest Order
Select a Quest Order to attempt. By completing a Quest Order you can win a prize. You can also check which quest order is currently selected.

Arcade Data
See Arcade Data such as the rank distribution data for players at that arcade, the longest winning streak and completion rating.

Enter Tournament
Enter the tournament for the selected arcade. This menu item is only visible when the entry conditions have been completed.

QUEST MENU

Press START or SELECT buttons to see the **QUEST MENU**. Choose a menu item using the directional buttons and press ◉ or ⊗ buttons to proceed to one of the following.

EDIT
Manage Items, customize character, edit ring name and set difficulty. Change viewpoint using left and right analog sticks or L1 / L2 / R1 / R2 buttons.

SHOP
Use Fight Money won to purchase various Items. Equip Items in **EDIT**.

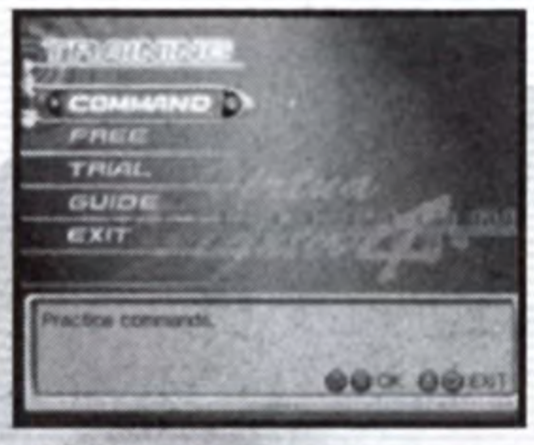
STATUS
View character statistics.

ADVICE
View advice and strategies.

PLAYER LIST
See a list of previous opponents.

TRAINING — Improve your fighting skills and techniques

Select from one of the three **TRAINING** modes detailed below to develop your fighting skills.



- During each **TRAINING** mode, L3 button resets damage and combo counts, and R3 button resets the player positions (see **BASIC CONTROLS** on p.4).

COMMAND — Practice commands

Practice different fighting skills according to commands displayed. By correctly entering the command, you can progress to the next technique. There are no limits on time or Energy. Press START or SELECT buttons at any time to bring up the Pause menu.

HOW TO VIEW THE COMMAND MODE SCREEN

❶ Technique
The name of the command presently being drilled.

❷ Command
The button combination required.

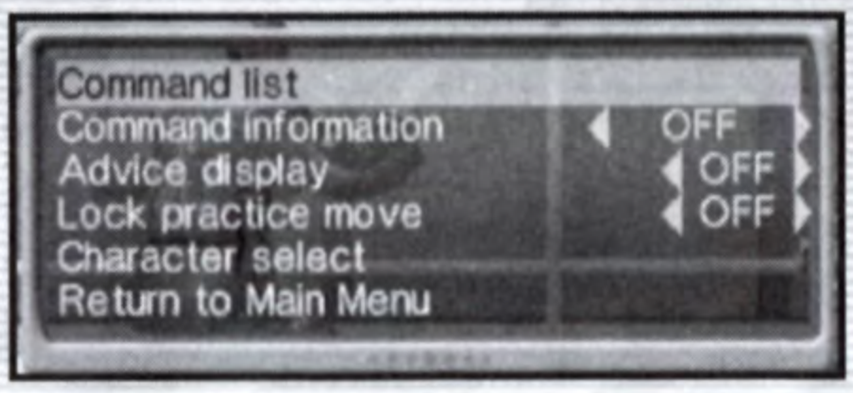
❸ Lock Mark
Displayed when a specific command has been fixed for repeated practice.

❹ Command Information
Displays button presses and frame count in real time.

❺ Command Attributes
Shows the damage attributes of the command.

❻ Advice
Advice concerning the command input.

PAUSE MENU



Commands
Shows a list of commands available to the selected character.

Command information
Choose how command information is to be displayed.

Advice Display
Set command input advice display to **ON/OFF**.

Lock Practice Move
Set to **ON** to continue practicing the same move.

Character Select
Return to the **Character Select** screen.

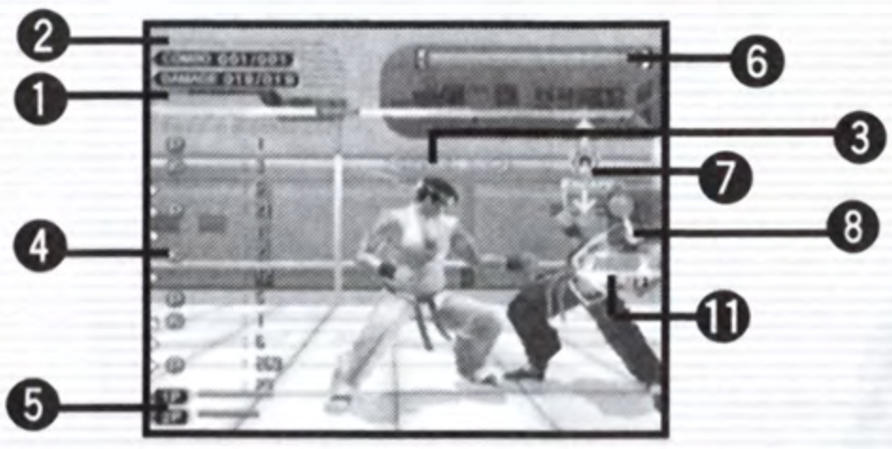
Return to Main Menu
Finish and return to the **MAIN MENU**.

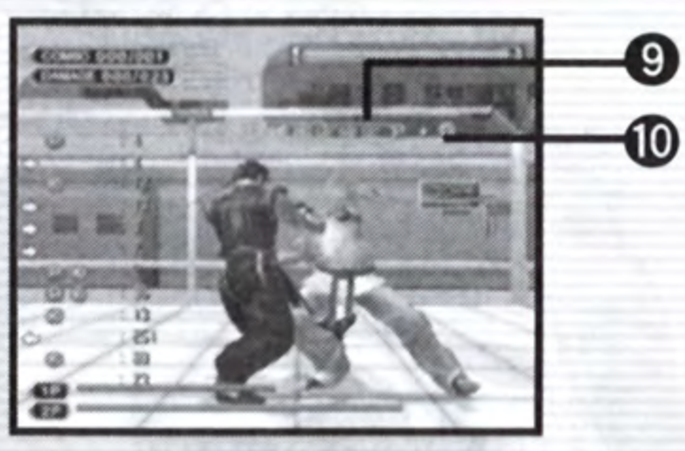
- Command names and selections listed may differ from those detailed in the **CHARACTER PROFILE AND COMMAND LISTS** (see p.21).

FREE	Adjust settings to practice for any situation

In **FREE** mode you can practice any command. Press START or SELECT buttons to bring up the Pause Menu and change environmental settings.

HOW TO VIEW THE FREE MODE SCREEN





❶ Damage Information
Displays the quantity of damage induced by most recent attack or combo, and the record damage for the session.

❷ Combo
Shows the Combo count and record count for the session.

❸ Throw Decision Timer
Flashes to help you time throws.

❹ Command Information
Displays key presses and frame count in real time.

❺ Motion Information
Meter showing the delivery of the move counted in frames.

❻ Damage Meter
Meter showing hit damage.

❼ Evasion Display
Shows which direction to evade to prevent further attacks.

❽ Stagger Mark
Time your opponent's recovery.

❾ Recovery Timer
Helps you time your own recovery maneuver.

❿ Throw Evasion Command Display
Shows the command needed to escape a throw.

⓫ Command Attributes
Damage attributes of the attack.

PAUSE MENU

CPU Settings
Adjust the behavior of the CPU.

⇨ **States**
Select the CPU's state and stance.

⇨ **Reactions**
Select the CPU's reactions to attacks.

⇨ **Actions**
Select the CPU's actions when States is set to "Fight."

⇨ **Counterattacks**
Adjust the CPU's counterattacks after guarding.

⇨ **Details**
Adjust detailed settings for the CPU.

Command List
View a list of all commands available to the selected character.

Speed Settings
Set the display speed for different types of movement.

Display Settings
Choose information to display on-screen.

Position Settings
Adjust character positions.

Ring Settings
Adjust wall settings.

Record
Control the CPU and record your motions into an Action File.

Playback
Play back the recorded CPU motions.

Character Select
Return to the Character Select screen.

Return to main menu
Finish and return to the **MAIN MENU**.

- Action Files require a minimum of 30KB of free space on the memory card (8MB) (for PlayStation®2).

TRIAL	Practice with exercises for specific situations

TRIAL mode allows formal training in the complete range of skills from the most basic moves to advanced techniques and combos. Choose from one of the four modes below and select a character to begin your training. Progress is stored in the Player Data.

TRIAL MENU

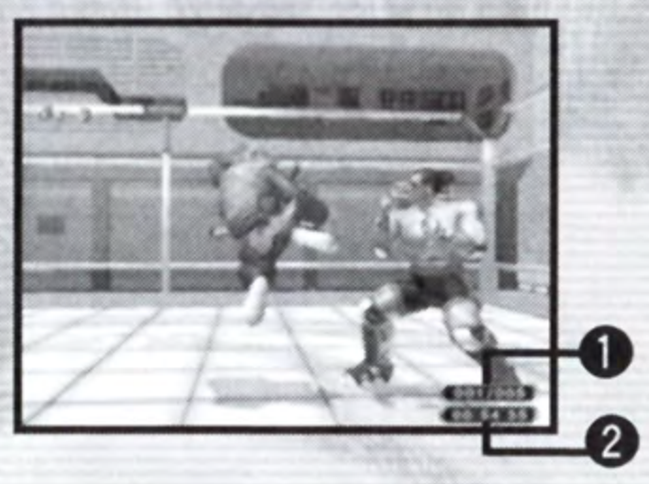
TUTORIAL Learn about and practice the basic fighting techniques. Suitable for beginners.

TACTICS ADVICE Practice mid-air combo moves and attack series. Suitable for intermediate players.

CHALLENGE Practice with more advanced fighting techniques. Suitable for advanced players.

MISSION PRACTICE Practice the missions that appear in **ARCADE** mode.

HOW TO VIEW THE TRIAL MODE SCREEN

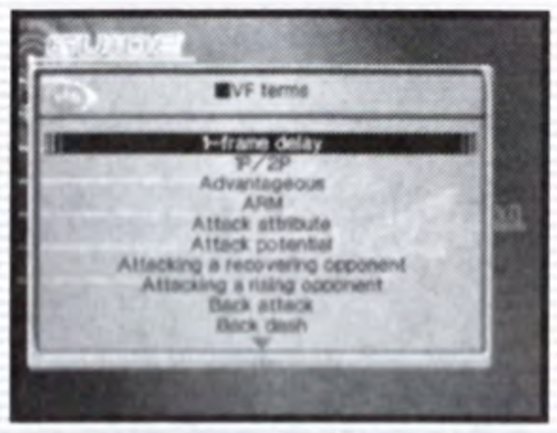


❶ Quota and Success Rate
Shows the required quota and success rate of the present technique. Aim to clear the quota in the time provided.

❷ Time Remaining
If this reaches zero before the quota is cleared, you will fail the test.

GUIDE	View explanations of Virtua Fighter™ terminology

See an explanation of the various terminology used in Virtua Fighter™ 4 Evolution. Select a category or vocabulary item using the directional buttons ↑ ↓ and press ◎ or ⊗ buttons for an explanation. Pressing △ or □ buttons cancels the selection and returns to the previous screen.



REPLAY	View replays of previous matches

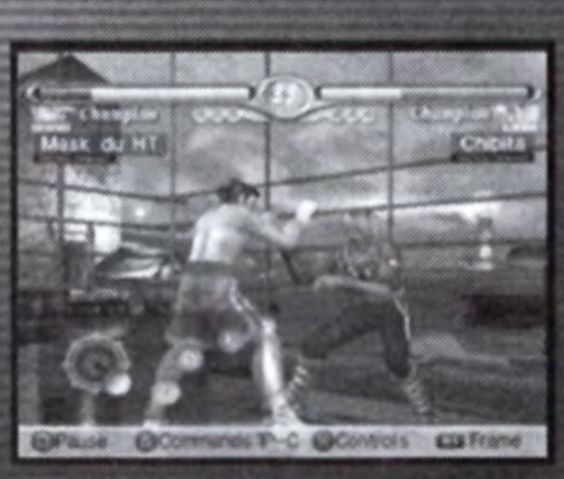
Fight replays that have been stored on a memory card (8MB) (for PlayStation®2) or the Game Disc can be viewed here. During playback, the following controls can be used.

REPLAY CONTROLS

△ button	Choose the player command input display.
□ button	Pause playback. Press once more to continue playback.
⊗ button	Show or hide controls.
R1 button	Advance 1 frame at a time.
START button	Display **PAUSE** menu.

SEE ADVANCED PLAYERS IN ACTION!

A series of match replays fought by advanced players participating in actual tournaments are included on the Game Disc. These provide an excellent source of reference when developing your own techniques.



OPTIONS

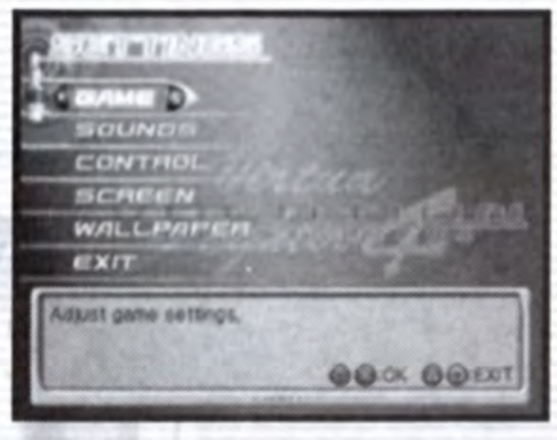
Adjust various game settings and save/load the System File

In **OPTIONS** you can make various changes to the game settings, manage the System File and check the results of previous fights. Choose a menu item using the directional buttons and press ◉ or ⊗ buttons to proceed to one of the following.

SETTINGS

Make changes to the game environment

Make adjustments to the gameplay environment. Choose an item using the directional buttons and press ◉ or ⊗ buttons to proceed to one of the following.



GAME

Adjust game settings

This allows you to make a variety of changes to gameplay settings in **ARCADE** and **VS** modes. Make a selection using the directional buttons ⬆ ⬇ and use ⬅ ➡ to make changes. Pressing SELECT button returns all settings to default.

DIFFICULTY
Choose from 5 levels of difficulty.

MATCH COUNT
Choose how many match credits are required to win.

ROUND TIME
Set the time limit per round.

ENERGY MAX -1P- / -2P-
Set the Energy level for each player.

ROUTE
Choose whether or not the **ARCADE** mode route can be selected.

VS STAGE
Choose whether or not the **VS** mode stage can be selected.

EXIT
Return to the previous screen.

SOUNDS

Adjust sound settings

This allows you to make changes to the sound and music. Make a selection using the directional buttons ⬆ ⬇ and use ⬅ ➡ to make changes. Pressing SELECT button returns all settings to default.

AUDIO
Choose either **STEREO** or **MONAURAL** output.

SE/VOLUME
Listen to the sound effects used in the game and adjust the volume.

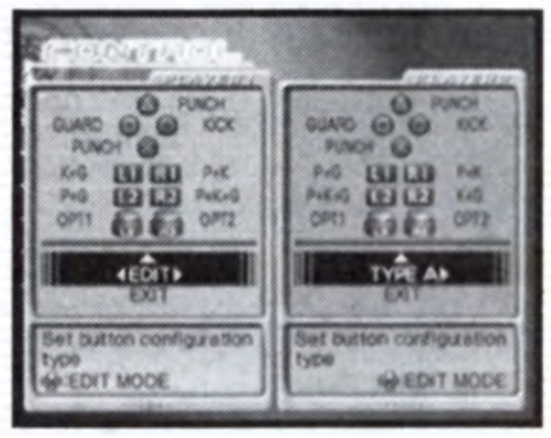
BGM/VOLUME
Listen to the background music used in the game and adjust the volume.

EXIT
Return to the previous screen.

CONTROLS

Adjust controller settings

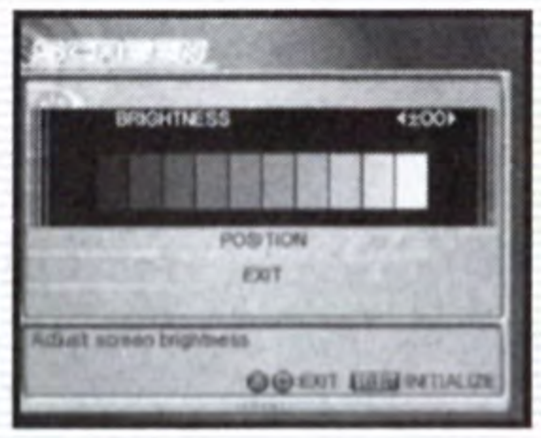
Make changes to the controller button configurations for each player. Use the directional buttons ⬅ ➡ to select a configuration type and then **EXIT** to return. You can also edit each button function separately using the directional buttons ⬆ ⬇ to select and ⬅ ➡ to make changes.



SCREEN

Adjust screen settings

Make adjustments to the screen **BRIGHTNESS** and **POSITION**. Make a selection using the directional buttons ⬆ ⬇ and use ⬅ ➡ to make changes. Finally select **EXIT** to save the settings. Pressing SELECT button returns all settings to default.



WALLPAPER

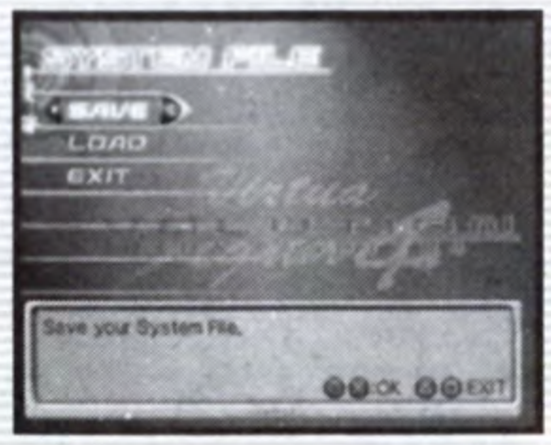
Change your wallpaper

Set the wallpaper for the **MAIN MENU**. Use the directional buttons and L1 R1 to choose a design and ○ or ✕ buttons to select. Press SELECT button to see the currently selected wallpaper and △ or □ buttons to save and exit.

SYSTEM FILE

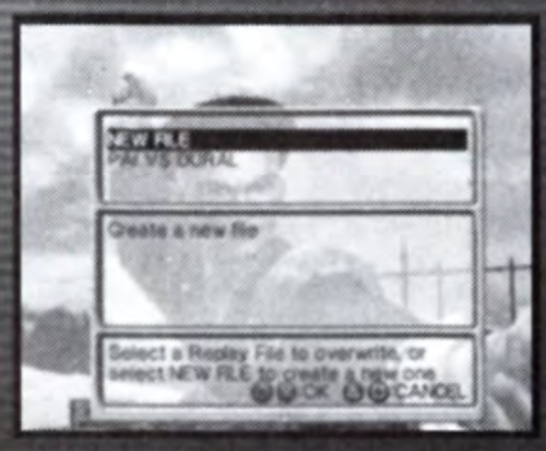
Save/load the System File

Save or load the System File stored on the memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1.



THREE KINDS OF DATA FILES

As well as the System File, Action Files containing CPU move data recorded in **TRAINING** and Replay Files containing recordings of previous matches can also be stored on the memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1.



RECORDS	View statistics

View character results and **ARCADE** mode statistics. Use the directional buttons ⬅ ➡ to select a rank type and ⬆ ⬇ to scroll through the results. When viewing **LEAGUE**, select a character with ◉ or ⊗ buttons to see their individual results.

EXPLANATION OF RANKS

LEAGUE Shows the results of battles in **VS** mode.

CLEAR TIME Shows the top 50 clear times in **ARCADE** mode.

CHARACTER USAGE Shows the frequency each character is played.

VICTORY STREAK Shows the records of continuous wins.

INITIALIZE PLAYER DATA	Delete Player Data for individual characters

Use the directional buttons ⬆ ⬇ to choose a Player Data to initialize and ◉ or ⊗ buttons to enter. On the confirmation screen, select **YES** to delete or **NO** to cancel.

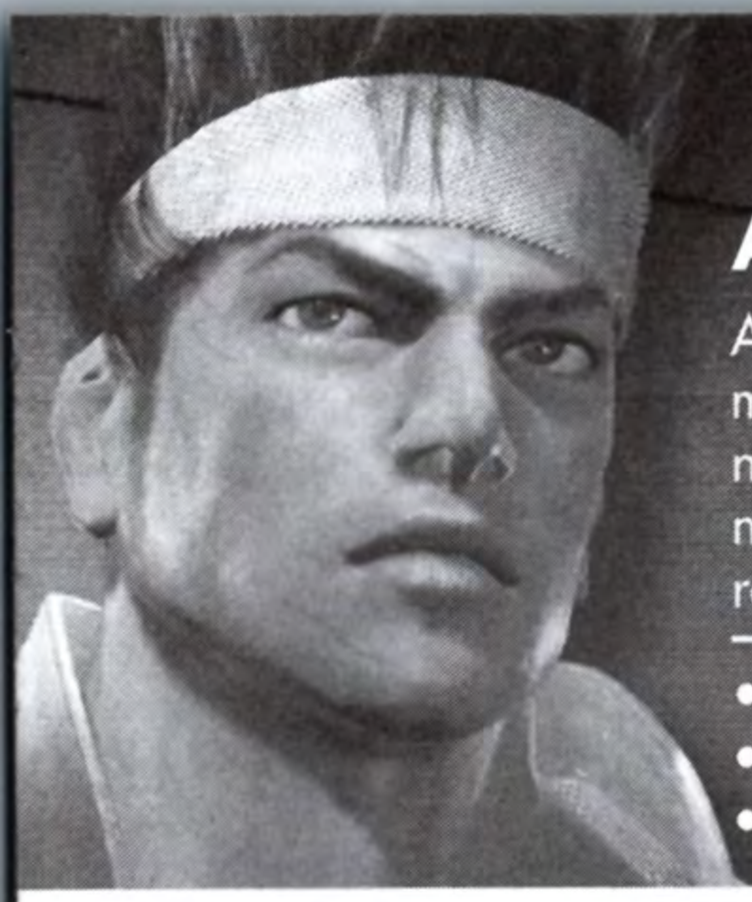
EXIT	Return to the previous screen

Save changes and return to the **MAIN MENU**.

Character Profile & Command List

Akira 22
Pai 24
Lau 26
Wolf 28
Jeffry 30
Kage 32
Sarah 34
Jacky 36
Shun 38
Lion 40
Aoi 42
Lei 44
Vanessa 46
Goh 48
Brad 50

✪ Commands listed are examples only. Selections may differ from those displayed in **TRAINING** mode (see p.14).



Akira Yuki

After losing the Third World Fighting Tournament, Akira isolated himself in a mountainside retreat to atone for his lack of ability. Whilst reflecting on the nature of true strength, Akira was surprised to discover a number of devastating new moves. As he continued to improve, Akira felt his soul strengthening, and resolved to fight in the tournament once again.

• Country: Japan • Birthday: 1968.09.23 • Sex: Male • Blood: Type O
• Hobby: Kung-Fu • Stature: 180 cm • B/W/H: 115/90/94 • Weight: 79 kg
• Occupation: Kung-Fu Teacher • Fighting Style: Hakkyoku-Ken

TECHNIQUE	COMMAND
ATTACKS	
Housui	↓P
Koboku	↓↘←P
Hachimon Kaida	PP
Kansuitai	PK
Shousui - Tanheitou	→P←
Rimon Chouchu	→→P
Yakuho Chouchu	→→→P
Mouko Kouhazan - Kakuda Chouchu	↓→PP (↓→P during hit/guard)
Jouho Senshou	←→P
Byakko Soushouda	↓←→P
Fukko	←↙P
Youhou	↙↙P
Shoutai	K
Fujinkyaku	↓K
Youzentai	↓K
Renkantai	→→KK
Sokutai	↙K
Maho Shoukou	↓→P+K
Chouzan Housui	←→P+K (charges)
Tetsuzankou	←→→P+K
Souka Housui	↙P+K
Zanshu	K+G
Youshi Saiken	K+GP
Gekiho Honko	↓P+K+G
Kaiko	→P+K+G
Tenzankou	P+K+G (during Evade)
Tsutenhou - Mouko Kouhazan	←P+K+G→P
Soutoushou	←→P+K+G
Gaimon Chouchu	↙P+K+GP
Teiroukanpo - Choushinchu	↖P+K+GP
Teiroukanpo - Fujinkyaku	↖P+K+GK
Teishitsu Dantai	K+G (release G after 1 frame)

TECHNIQUE	COMMAND
ATTACKS	
Teiroukanpo - Honshin Shouten - Shouten Housui	⇖Ⓟ+Ⓚ+ⒼⓅ+Ⓚ⇨Ⓟ
Hougeki Unshin Soukoshou	Ⓟ+Ⓚ+Ⓖ⇦⇖Ⓟ+Ⓖ⇨ / ⇦Ⓟ
Shura Ha'ou Koukazan	⇖Ⓚ+Ⓖ⇨Ⓟ⇦⇨⇨Ⓟ+Ⓚ
Kyoho	⇖Ⓚ+Ⓖ⇨Ⓟ⇩ / ⇧ (back turned)
Fujin Shoushitsu Fukkogeki	⇩Ⓚ+Ⓖ⇨Ⓚ⇦⇨Ⓟ
THROWS	
Toushin Soutai	Ⓟ+Ⓖ
Shishi Hougetsu	⇖Ⓟ+Ⓖ
Shishi Hougetsu	⇖Ⓟ+Ⓖ (against a wall)
Shinporiko	⇖Ⓟ+Ⓖ
Shin'iha	⇨⇦Ⓟ+ⒼⓅ+Ⓚ
Kouzanheki	⇨⇦Ⓟ+Ⓖ⇩⇧Ⓟ+Ⓚ
Daiden Housui	⇦⇨Ⓟ+Ⓖ
Youshi Senrin	⇦⇖Ⓟ+Ⓖ
Shin'iha	⇖⇨Ⓟ+Ⓖ
Junho Honko	⇦⇩Ⓟ+Ⓖ
Kyuho Chouchu	Ⓟ+Ⓖ (beside enemy)
Daisekkou	Ⓟ+Ⓖ (behind enemy)
REVERSALS	
Gaimon Chouchu	⇦Ⓟ+Ⓚ
Tan'yokuchou	⇖Ⓟ+Ⓚ
Honshin Tanda	⇩Ⓟ+Ⓚ
JUMP ATTACKS	
Rakuho Shasui	Ⓟ
Choushitai	Ⓚ
DOWN ATTACKS	
Soukahou	⇖Ⓟ
Gekihousui	⇧Ⓟ
BACK TURNED ATTACKS	
Hairakuheki	⇩Ⓟ
Haitai	Ⓚ
Chisentai	⬇Ⓚ
Tetsuzankou	Ⓟ+Ⓚ
WALL ATTACKS	
Hekiyakutai	⇦Ⓟ+Ⓚ+Ⓖ (against a wall)
RISING ATTACKS	
Katsumen Sentai	ⒸⒸⒸ
Chisoukyaku	⬇ⒸⒸⒸ

Pai Chan

After her defeat in the Third World Tournament, Pai realized that her fighting skills closely matched those of her father. While training, Pai learned that Lau had contracted an incurable disease and yet still planned to compete in the fourth tournament. Determined to prove herself a worthy successor, Pai plans to enter the tournament to defeat him.

- Country: Hong Kong • Birthday: 1975.05.17 • Sex: Female
- Blood Type: O • Hobby: Dancing • Stature: 166 cm • B/W/H: 85/54/88
- Weight: 49 kg • Occupation: Action Star • Fighting Style: Ensei-Ken

TECHNIQUE	COMMAND
ATTACKS	
Renkan Tenshinkyaku	PPPK
Renkan Tenshin Soukyaku	PPP↓K
Renkan Haitenkyaku	PPP← / ↘K
Renken Toukyaku	PPK
Renken Toukikyaku	PPKK
Renkentai	PK
Souchuken	↓P
Senchuken	→P
Ensei Kosouha	↓→P
Hi'en Dantai	→→PK
Ensei Soushou	→←PP
Ensei Soushouheki	←P
Ensei Raigekiken	↓←P
Souka Senpukyaku	↖PK
Souka Rensuishou	↖PP→P
Rensui Toukikyaku	↖PPKK
Soukasui - Bokutai	↖P← (goes to Bokutai stance)
Rikensui	↗P
Koushu Kasui Senpukyaku	KPK
Ko'en Senkyaku	KK
Taitou Risenkyaku	K (while rising from a crouch)
Ensei Katai - Turn	↓K← (turns back to opponent)
Renkasentai	↓KK
Ensei Toukikyaku	→KK
Honshin Choutankyaku	⇒K (while running)
Koutankyaku	→→K
Ensei Haikyaku - Bokutai	←K↓ (goes to Bokutai stance)
Ensei Haijinkyaku	↓←K
Senkyaku Chuken	↖KP
Rensen Haitenkyaku	↘K→K
Hi'en Rekkyaku	↗KK
Ensei Katanheki	P+K
Hien Tenshinshou	P+K (while rising from a crouch, turns)
Ensei Katai	↓ / ↑P+K
Kasuishou	←→→P+K
Ensei Senpukyaku	K+G (turns back to opponent)
Zensoutai	↓K+G
Enbu Renkyaku	→K+G
Ensei Touku Haikyaku	→→K+G (turns back to opponent)
Enjin Senpukyaku	←K+G
Honshin Soukyaku	↗K+G
Enshu Haiten Renkyaku	↗K+GK
Sokushin Senpuga	P+K+G (during Evade)

TECHNIQUE	COMMAND
BOKUTAI STANCE ATTACKS	
Zensoutai	Ⓚ
Zensou Taitoukyaku	⒦Ⓚ
Kinkei	Ⓟ+Ⓚ
Kousoutai	Ⓚ+Ⓖ
Kousou Soushougeki	Ⓚ+ⒼⓅ
MEISHOUHO ATTACKS	
Meishouho	⇦Ⓟ+Ⓚ+Ⓖ
Meishouho Gekiryuha	ⓅⓅⓅ
Meiho Zensoutai	Ⓚ
Meishougei Enshi Renshou Soukyaku	Ⓚ+ⒼⓅⓀ
THROWS	
Toushin Housoukyaku	Ⓟ+Ⓖ
Raishin Nyurin	⇨Ⓟ+Ⓖ
Raishin Nyurin	⇨Ⓟ+Ⓖ (against a wall)
Hi'en Honko	⇖Ⓟ+Ⓖ
Kuretsu Tenhou	⇩⇨Ⓟ+Ⓖ
Toushin Inshou	⇨⇨Ⓟ+Ⓖ
Honshin Haisetsukou	⇨⇦Ⓟ+Ⓖ
Ensei Houshin Katai	⇨⇩Ⓟ+Ⓖ
Ensei Monka	⇦⇨Ⓟ+Ⓖ
Sei'en Katou	⇦⇩Ⓟ+Ⓖ
Senpu Enka	⇩⇨⇧⇦ / ⇧⇨⇩⇦Ⓟ+Ⓖ
Haishin Choushou	Ⓟ+Ⓖ (beside opponent)
Shun'en Katou	Ⓟ+Ⓖ (behind opponent)
Hi'en Tenshin Shoukyaku	⇩Ⓟ+Ⓚ+Ⓖ (opponent crouching)
Enfu Rinshou	⇨Ⓟ+Ⓚ+Ⓖ (opponent crouching)
Ensei Shoutai	⇦⇨Ⓟ+Ⓚ+Ⓖ (opponent crouching)
Haishin Choushou	⇩/⇨Ⓟ+Ⓚ+Ⓖ (beside crouching opponent)
Shun'en Katou	⇩/⇨Ⓟ+Ⓚ+Ⓖ (behind crouching opponent)
REVERSALS	
High Punch/Kick/Elbow Parry	⇨Ⓟ+Ⓚ
Mid Punch/Kick/Elbow Parry	⇖Ⓟ+Ⓚ
High Punch/Kick/Elbow Reversal	⇦Ⓟ+Ⓚ
Mid Punch/Kick/Elbow Reversal	⇖Ⓟ+Ⓚ
Honshin Rasen Anshou	Ⓟ+Ⓖ (Pai vs Pai K reversal-reversal)
JUMP ATTACKS	
Toudan Kensui	Ⓟ
Sokushutai	Ⓚ
DOWN ATTACKS	
Rai'in Shouda	⇖Ⓟ
Enshu Raigeki	⇧Ⓟ
BACK TURNED ATTACKS	
Koushutai	Ⓚ
Zaban Soushou	Ⓟ+Ⓚ
Haishin Kasui	⇩Ⓟ
Zaka Sentai	⇩Ⓚ
Meishouho	Ⓟ+Ⓚ+Ⓖ
WALL ATTACKS	
Hekika Haishu	⇨Ⓟ+Ⓚ+Ⓖ
Hekika Haiten	⇦Ⓟ+Ⓚ+Ⓖ
RISING ATTACKS	
Zensentai	ⓀⓀⓀ
Zensou Sentai	⇩ⓀⓀⓀ

Lau Chan

After losing against Kage-Maru in the third tournament, Lau found himself incurably ill. Fearing his individually developed style, Koen-Ken, may be forever lost upon his death, Lau began looking for a worthy successor. His main ambition in entering the fourth tournament is to find that successor and offer them a chance to master his powerful martial arts style.

• Country: China • Birthday: 1940.10.02 • Sex: Male • Blood Type: B
• Hobby: Chinese Poem • Stature: 172 cm • B/W/H: 99/90/93
• Weight: 77 kg • Occupation: Cook • Fighting Style: Koen-Ken

TECHNIQUE	COMMAND
ATTACKS	
Renkan Tenshinkyaku	ⓅⓅⓅⓀ
Renkan Tenshin Soukyaku	ⓅⓅⓅ⇩Ⓚ
Renkan Haitenkyaku	ⓅⓅⓅ⇦ / ⇘Ⓚ
Souken Senputai	ⓅⓅⓀ
Tenshin Soukoshou	Ⓟ⇦ⓅⓅ
Renkentai	ⓅⓀ
Souchuken	⇩Ⓟ
Hou'ou Soushou - Kokei	⇨ⓅⓅⓅ+Ⓚ+Ⓖ (goes to Kokei stance)
Ko'en Souyokushu	⇦ⓅⓅ
Kosoushou	⇦⇨Ⓟ
Fukko Sougeki	⇩⇦⇨Ⓟ
Hi'en Renshou	⇦⇦Ⓟ⇩Ⓟ
Hi'en Soukyaku	⇦⇦Ⓟ⇩Ⓚ
Hi'en Senpukyaku	⇦⇦ⓅⓀ+Ⓖ
Renshou Tenshinkyaku	⇖ⓅⓅⓅⓀ
Renshou Haitenkyaku	⇖ⓅⓅⓅ⇘Ⓚ
Renshou Tenshin Soukyaku	⇖ⓅⓅⓅ⇩Ⓚ
Renshou Senputai	⇖ⓅⓅⓀ
Shajou Chusui - Kokei	⇩⇖ⓅⓅⓅ+Ⓚ+Ⓖ (goes to Kokei stance)
Renkan Ko'enshou	⇩⇖Ⓟ⇖Ⓟ+Ⓚ
Junho Renshou - Kokei	⇖⇖ⓅⓅⓅ+Ⓚ+Ⓖ (goes to Kokei stance)
Renshu Senpu	ⒼⒼ
Taitou Risenkyaku	Ⓚ (while rising from a crouch)
Ko'en Kasou Renshou	⇩ⒼⓅ
Tenshin Risenkyaku	⇩ⒼⒼ
Chisoutai	⇨⇩Ⓚ
Senkyaku Renkan Koshou	⇖ⒼⓅⓅ
Senkyaku Chushou - Kokei	⇖ⒼⓅⓅ+Ⓚ+Ⓖ (goes to Kokei stance)
Kokyaku Haiten	⇘Ⓚ
Touku Kosenkyaku	⇗Ⓚ
Enshishou	Ⓟ+Ⓚ
Ko'en Souken	⇩Ⓟ+Ⓚ
Tenshin Senchugeki	⇨Ⓟ+Ⓚ
Souko Sensou	⇨⇨Ⓟ+Ⓚ (turns back to opponent)
Ko'en Tenshin Utanchu	⇦Ⓟ+ⒼⓅ
Sakosoushou	⇦Ⓟ+Ⓚ

TECHNIQUE	COMMAND
ATTACKS	
Souko Reppa	⇖Ⓟ+Ⓚ
Honshin Hekiken	⇖Ⓟ+Ⓚ
Senpuga - Kokei	Ⓚ+Ⓖ (goes to Kokei stance)
Ensenshu	⇩Ⓚ+Ⓖ
Koryu Tenshinkyaku	⇨Ⓚ+Ⓖ
Enjin Senpukyaku	⇦Ⓚ+Ⓖ (back turned)
Kukokyaku	⇗Ⓚ+Ⓖ
Kousokuhi Ko'enshou	Ⓟ+Ⓚ+Ⓖ (during Evade)
KOKEI STANCE	
Senshin Shajou Sougeki	ⓅⓅⓅ+Ⓚ
Kokyaku Haiten	Ⓚ
Kosou Gekishou	Ⓟ+Ⓚ
THROWS	
Kensha Touraku	Ⓟ+Ⓖ
Raishin Nyurin	⇨Ⓟ+Ⓖ
Raishin Nyurin	⇨Ⓟ+Ⓖ (against a wall)
Honshin Soukosoushou	⇩⇨Ⓟ+Ⓖ
Ryusha Senten	⇦Ⓟ+Ⓖ
Ryusha Senten	⇦Ⓟ+Ⓖ (against a wall)
Tenshin Ha'inshou	⇦⇨Ⓟ+Ⓖ
Daichi Toushu	⇖⇖Ⓟ+Ⓖ
Ryushu Katou	⇦⇩Ⓟ+Ⓖ
Ko'en Renbu	⇦⇖Ⓟ+Ⓖ
Tenshin Souhashou	Ⓟ+Ⓖ (beside enemy)
Mouko Haishu	Ⓟ+Ⓖ (behind enemy)
JUMP ATTACKS	
Touku Chuken	Ⓟ
Rekka Kosenkyaku	Ⓚ
Tenshin Soutai	⇩Ⓚ
DOWN ATTACKS	
Toushugeki	⇖Ⓚ
Kosou Raishu	⇑Ⓟ
BACK TURNED ATTACKS	
Haigo Shakashou	⇩Ⓟ
Zaka Sentai	⇩Ⓚ
Touku Haishou	⇑Ⓚ+Ⓖ
Gekihochu	Ⓟ+Ⓚ
WALL ATTACKS	
Hekika Haishu	⇨Ⓟ+Ⓚ+Ⓖ
Hekika Haiten	⇗Ⓟ+Ⓚ+Ⓖ
RISING ATTACKS	
Zensentai	ⒼⒼⒼ
Zensou Sentai	⇓ⒼⒼⒼ

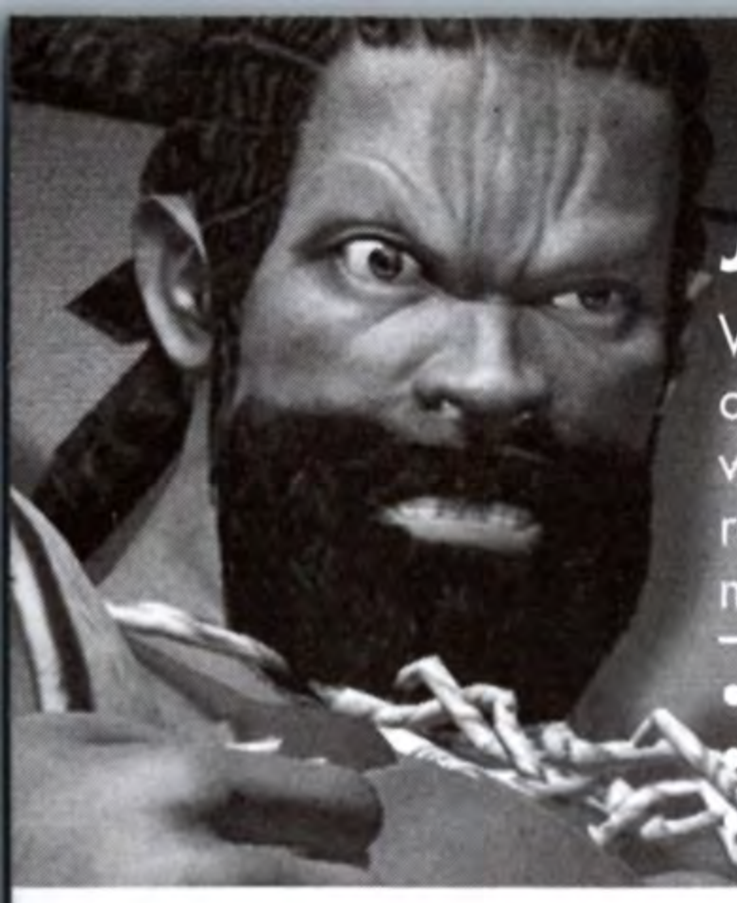
Wolf Hawkfield

Wolf fought in the Third World Tournament due to a recurring nightmare of the apocalypse. Although these nightmares ceased when the tournament ended, they soon returned. The shaman of his settlement told Wolf that the tournament organizers planned to turn his nightmare into reality. Wolf resolved to enter the next tournament and prevent such a thing from happening.

- Country: Canada • Birthday: 1966.02.08 • Sex: Male • Blood Type: O
- Hobby: Karaoke • Stature: 181 cm • B/W/H: 123/93/98 • Weight: 101 kg
- Occupation: Woodman • Fighting Style: Pro Wrestling

TECHNIQUE	COMMAND
ATTACKS	
One Two Upper	PPP
Combo Double Arm Suplex	PP⇨P⇖P+K+G
Hammer Kick	PK
Low Hammer	⇩P
Dragonfish Blow	⇨PP
Reverse Sledgehammer	⬇⇖⇨P
Axe Lariat	⇨⇨P
Screw Lariat	⇨⇘⇩⇙⇦PP
Elbow Butt	⇦P
Shoulder Attack	⇦⇨P
Shoulder Feint	⇦⇨P⇩
Arrow Knuckle Real	⇦⇘P
Arrow Knuckle	⇘P
Vertical Smash	⬇⇘P
Comet Hook	⇙P
Flying Meyer	⇦P⇨P+G
Double High Kick	KK
Standing Low Kick	⇩K
Low Smash	⬇K
Knee Lift	⇨K
Low Drop Kick	⇨⇩K
Face Lift Kick	⇘K
Drop Kick	⇦K
Level Back Crush	P+K
Running Shoulder Attack	➡P+K (while running)
Push Up	⇨P+K
Short Shoulder	⇦⇨P+K
Grizzly Lariat	⇘P+K
Neck Cut Kick	K+G (falls down)
Rolling Savate	⇨K+G
Tornado Savate	⇨⇨K+G
Toe Kick Stunner	⇦K+GP+G
Toe Kick Side	⇦K+GK
Front Roll Kick	⇦⇨K+G (falls down)
Thrust Kick	⇘K+G (turns back to opponent)
Flying Zero	⇦K+G (falls down)
Reject Wall - Level Back Chop	P+K+GP
Reject Wall - Low drop kick	P+K+GK
Reject Wall - Catch	P+K+GP+G (goes to Catch)
Reject Wall - Reject Wall	P+K+GP+K+G

TECHNIQUE	COMMAND
ATTACKS	
Side Step Catch	Ⓟ+Ⓚ+Ⓖ (during Evade)
Jumping Lariat	➡Ⓟ+Ⓚ+Ⓖ (while running)
THROWS	
Face Crush Chop	Ⓟ+Ⓖ
Giant Swing	⇦⇖⇩⇗⇨Ⓟ+Ⓖ
KS	⇧⇦⇩⇨ / ⇩⇦⇧⇨Ⓟ+Ⓖ
Pendulum Lariat	⇨⇗⇩⇖⇦Ⓟ+ⒼⓅ+Ⓖ
DDT	⇦Ⓟ+Ⓖ
Smash Down Bottom	⇦⇗Ⓟ+Ⓖ
Excalibur	⇗Ⓟ+Ⓖ
Wall Body Slam	⇗Ⓟ+Ⓖ (against wall)
Jackhammer	⇗⇗Ⓟ+ⒼⓅ+Ⓖ
Swing Through	⇖Ⓟ+Ⓖ
Arm Whip	⇨⇨Ⓟ+Ⓖ
Frankensteiner	⇙Ⓟ+Ⓖ
Low Sway Tackle	⇦⇦Ⓟ+Ⓖ
Double German	⇨Ⓟ+Ⓖ⇨Ⓟ+Ⓖ⇦Ⓟ+Ⓖ
Sliding Leg Scissors	Ⓟ+Ⓖ (beside opponent)
Cyclone Whip	⇦⇨ / ⇨⇦Ⓟ+Ⓖ (beside opponent)
German Suplex	Ⓟ+Ⓖ (behind opponent)
Dragon Suplex	⇩Ⓟ+Ⓖ (behind opponent)
Frankensteiner	⇙Ⓟ+Ⓖ (behind opponent)
Side Suplex	⇩Ⓟ+Ⓚ+Ⓖ (opponent crouching)
Reverse Tiger Driver	⇗Ⓟ+Ⓚ+Ⓖ (opponent crouching)
Big Bridge Bomb	⇗⇗Ⓟ+Ⓚ+Ⓖ (opponent crouching)
Double Arm Suplex	⇖Ⓟ+Ⓚ+Ⓖ (opponent crouching)
Cross Armbreaker	⇖/⇩/⇗Ⓟ+Ⓚ+Ⓖ (beside crouching oppnt.)
German Suplex	Ⓟ+Ⓚ+Ⓖ (behind crouching opponent)
REVERSALS	
Captured	⇦Ⓟ+Ⓚ
Dragon Screw	⇖Ⓟ+Ⓚ
Low Punch Cut	⇩Ⓟ+Ⓚ
Shining Wizard	⇩Ⓟ+Ⓚ⇨Ⓟ+Ⓖ
JUMP ATTACKS	
Step Hammer	Ⓟ
Toe Crush	Ⓚ
DOWN ATTACKS	
Elbow Drop	⇗Ⓟ
Elbow	⇧Ⓟ
Piercing Elbow	⇗Ⓟ+Ⓚ
Double Claw	⇩Ⓟ+Ⓖ
Stomping	⇗Ⓟ+Ⓖ
BACK TURNED ATTACKS	
Back Low Hammer	⇩Ⓟ
Back Drop Kick	⇩Ⓚ
WALL ATTACKS	
Jumping Knee	⇦Ⓟ+Ⓚ+Ⓖ
RISING ATTACKS	
Rolling Clear	ⒼⒼⒼ
Low Clear	⬇ⒼⒼⒼ



Jeffry McWild

With the prize money he received from the last tournament, Jeffry completed the construction of his ship. Unfortunately, when he returned to sea, 'Devil Shark' was nowhere to be found. To find it, Jeffry would need to utilize a fishing research vehicle - a costly purchase he couldn't afford. Tempted by the prize money, Jeffry jumped at the chance to enter the fourth tournament.

• Country: Australia • Birthday: 1957.02.20 • Sex: Male • Blood Type: A
• Hobby: Reggae Music • Stature: 183 cm • B/W/H: 121/93/97
• Weight: 111 kg • Occupation: Fisherman • Fighting Style: Pancratium

TECHNIQUE	COMMAND
ATTACKS	
Body Blow - Threat Stance	ⓅⓅⓅ+Ⓚ+Ⓖ (goes to Threat stance)
Combo Pile Bunker	ⓅⓀⓅ
Low Knuckle	🡓Ⓟ
Elbow Hammer	🡒Ⓟ🡐Ⓟ
Dash Elbow Upper	🡒🡒ⓅⓅ
Bottle Cut Chop	🡒🡐Ⓟ
Double Impact	🡐ⓅⓅ
Kenka Hook	🡐🡒Ⓟ
Tornado Punch	🡐🡒🡒Ⓟ
Rising Hammer	🡐🡕ⓅⓅ
Double Upper	🡕ⓅⓅ
Full Swing Upper	🡕🡕Ⓟ
Vertical Upper	🡅🡕Ⓟ
Killing Toe Kick Splash Mountain	ⓀⓀ🡓🡕🡒Ⓟ+Ⓖ
Killing Tow Kick Hammer	ⓀⓀⓅ
Toe Kick Hammer	🡓ⓀⓅ
Toe Kick Splash Mountain	🡓Ⓚ🡓🡕🡒Ⓟ+Ⓖ
Vertical Kick	🡅Ⓚ
Knee Attack	🡒Ⓚ
Kenka Kick	🡒🡒Ⓚ
Knee Push Bottle Cut	🡐ⓀⓅ
Side Kick	🡕Ⓚ
Heavy Low Kick	🡖Ⓚ
Double Stab	Ⓟ+ⓀⓅ
Hell Dunk Elbow	🡓Ⓟ+Ⓚ
Middle Hell Stab	🡒Ⓟ+Ⓚ
Running Body Press	🡆Ⓟ+Ⓚ (while running)
Choke Slam	🡒🡒Ⓟ+ⓀⓅ+Ⓖ
Stomach Destroyer	🡐Ⓟ+ⓀⓀ
Heavy Back Knuckle - Threat Stance	🡐Ⓟ+ⓀⓅ+Ⓚ+Ⓖ (goes to Threat stance)
Megaton Knuckle	🡐🡕Ⓟ+Ⓚ
Head Attack	🡐🡒Ⓟ+Ⓚ
Full Swing Double Hammer	🡐🡒🡒Ⓟ+Ⓚ
Megaton Body Blow	🡕Ⓟ+ⓀⓅⓅ
Megaton Fist Drop	🡖Ⓟ+Ⓚ
Ducking Low	🡓Ⓚ+Ⓖ
Heel Drop	🡒Ⓚ+Ⓖ
Running Hip Attack	🡆Ⓚ+Ⓖ (while running / falls down)

TECHNIQUE	COMMAND
ATTACKS	
Heel Scythe Kick	⇖K+G
Rolling Heel Attack	⇖K+G
Side Step Elbow	P+K+G (during Evade)
THREAT STANCE ATTACKS	
Threat Stance	P+K+G
Heavy Knee Strike	P⇨P+G
Counter Side Kick	K
Spear Straight	P+K
THROWS	
Knee Smash	P+G
Power Slam	⇨P+G
Body Lift	⇦P+G
Spine Buster	⇩P+G
Back Flip	⇖P+G
Wall Back Flip	⇖P+G (against a wall)
Back Throw	⇗P+G
Triple Head Butt	⇦⇨P+G⇨P+G⇨P+G
Head Crush	⇦⇨P+G⇨P+G⇦P+G
Head Crush	⇦⇨P+G⇦P+G
Tackle	⇦⇖P+G
Machine Gun Tackle	⇦⇖P+G (against a wall)
Machine Gun Hammer	⇗⇨P+G
Front Backbreaker	⇦⇨⇨P+G
Splash Mountain	⇖⇖P+G
Coconut Crush	P+G (beside enemy)
Armbreaker	⇦⇨ / ⇨⇦P+G (beside enemy)
Backbreaker	P+G (behind enemy)
Choke Sweeper Swing	⇩P+G (behind enemy)
Power Bomb	⇖P+K+G (enemy crouching)
Iron Claw	⇩P+K+G (enemy crouching)
Machine Gun Knee Lift	⇩⇨P+K+G (enemy crouching)
Corkscrew Knuckle	⇩P+K+G (beside enemy crouching)
Backbreaker	P+K+G (behind enemy crouching)
JUMP ATTACKS	
Hammer Down	P
Step Kick	K
DOWN ATTACKS	
Stomping	⇖K
Body Press	⇧P
Devil Reverse Claw	⇩ / ⇖P+G
BACK TURNED ATTACKS	
Back Double Hammer	⇩P
Back Heel Kick	⇩K
WALL ATTACKS	
Jumping Knee	⇦P+K+G
RISING ATTACKS	
Spinning Up Kick	KKK
Spinning Low Kick	⇩KKK

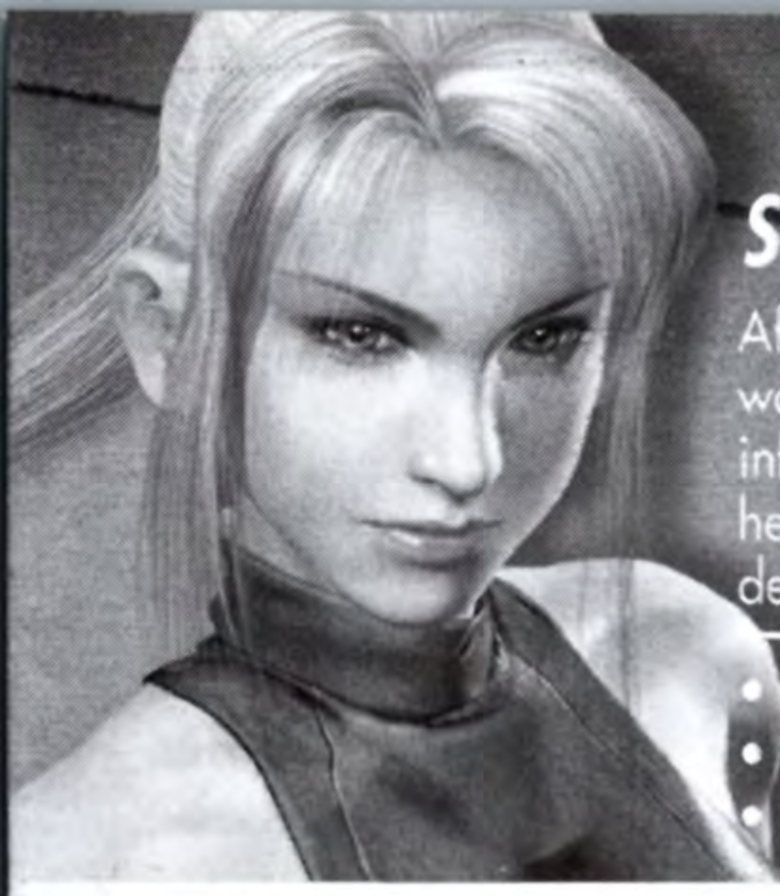
Kage-Maru

Kage took part in the third tournament to defeat Dural and obtain new parts to help save his mother. Sadly, his mother's condition worsened and she became Dural completely. On infiltrating the organization he found a new Dural which contained the secret to saving his mother. With that, he pledged to enter the fourth tournament.

• Country: Japan • Birthday: 1970.06.06 • Sex: Male • Blood Type: B
• Hobby: Mah-Jong • Stature: 178 cm • B/W/H: 101/89/90
• Weight: 66 kg • Occupation: Ninja • Fighting Style: Hagakure Style

TECHNIQUE	COMMAND
ATTACKS	
Sandan Urageri	PPPK
Sandan Fujinkyaku	PPP⇦ / ⇨K
Sandan Rasen Urageri	PP⇦PK
Resshou Rasengeki	PP⇦P (hold P to enter Jumonji stance)
Resshoukyaku	PPK
Hagasane	PK
Jizuridan	⇩P
Hijiuchi	⇨P (hold P to enter Jumonji stance)
Rasen Urageri	⇦PK
Fusenjin	⇖P
Yougeki	⬇⇖P
Sokudangasane	⇖PK
Tsukikaeshigeri	K
Jisuberibashiri	➡K (during Run)
Surigeri	⇩K
Ryugakuha	⇩⇖⇨K
Ryueikyaku	⇨⇨K
Fu'ei Renkyaku	⇨⇦KK
Fushin Hizageri	⬇⇨K
Tenshin Agokudaki	⇦KKK
Kuruwageri	⇦⇨K
Nakageri	⇖K
Jibashiri	⇖K
Senpugeri	⇗K
Bosatsushou	P+K (goes to Jumonji stance)
Fujin Urasuisha	⇩P+KK
Rakusenjin Gaeshi	⇨P+KP+K
Kasumi Yaiba	⇨⇨P+K (into Jumonji stance)
Naraku Otoshi	⇨⇩⇖P+KK
Rasen Souryujin	K+GPP
Tsumujigeri	⇩K+G
Fusen Renkyaku	⇨K+G
Hagaryu	⇨⇨K+G
Gen'you	⇦K+G
Urasuisha	⇖K+G
Suishageri	⇗K+G
Engetsugeri	⇖K+G
Hagakure Senjin	P+K+G (during Evade)
Rairyu Hishoukyaku	⇨⇨P+K+G
Sokuten	⇦P+K+G
Naraku Otoshi	⇨⇩⇖PK (during Roll)
Ryugakuha	K+G (during Roll)
Shinsodan Zenten	⇦⇖⇩⇖⇨P

TECHNIQUE	COMMAND
JUMONJI STANCE	
Enter Jumonji Stance	P+K+G (goes to Jumonji stance)
Kama'itachi	PKK (stays in Jumonji stance)
Kusabi'uchi	⇨P (stays in Jumonji stance)
Suigetsugeri	K (stays in Jumonji stance)
Suimengeri	⇩K
Dounuki	⇨K (hold K to return to normal stance)
Suigetsuhou	P+K (hold P+K for normal stance)
Hi'en	K+G (hold K+G for normal stance)
Ryu'eiten	⇧ / ⇩
Jumonjibashiri	⇨⇨ (stays in Jumonji stance)
Kabutowari	K (during Jumonji Run, stays in Jumonji stance)
THROWS	
Taitou	P+G
Jungyaku Jizai	⇨P+G
Ko'enraku	⇦P+G
Izuna Otoshi	⇦P+G⇧P+G
Katanagasumi	⇖P+G
Fushin Randangeki	⇗P+G
Kagegasumi	⇦⇨P+G
Fugasumi	⇦⇩P+G
Shiranui	⇦⇩P+G (against a wall)
Kirigasumi	P+G (beside opponent)
Ha'uragasumi	P+G (behind opponent)
Ha'uragasumi	P+K+G (behind opponent)
Fushin Randangeki	P+G (from Jumonji stance)
REVERSALS	
Kotegaeshi	⇦ / ⇖P+K
Chiryu	P+K+G (from Jumonji stance)
JUMP ATTACKS	
Shutou	P
Tobi Maegeri	K
DOWN ATTACKS	
Kakato Otoshi	⇖K
Hishougeki/Asuka/Hi'endan	⇧P
BACK TURNED ATTACKS	
Urashutou	⇩P
Hangetsugeri	⇩K
Hairyusou	⇧K
Shin'youshu	P+KK
Raimeizan	P+GP
Ura'ate	P (from Jumonji stance)
Ura Minamogiri	⇩K (from Jumonji stance)
TURN AWAY ATTACKS	
Rakujingaeri	⇦⇦P
Ura Tsumujigeri	⇦⇦K
Ryubisen	⇦⇦K+G
WALL ATTACKS	
Kaimon Kousui	⇨P+K
Boukeshu	⇨P+K+G
RISING ATTACKS	
Tatsumakigeri	KKK
Tatsumaki Surigeri	⬇KKK



Sarah Bryant

After regaining her memory and returning home, Sarah's desire to defeat Jacky was still overwhelming. Before long, she received a call from her brother informing her that he planned to enter the fourth tournament. Hoping to regain her former life back completely, Sarah entered the tournament as well, determined to defeat her brother and put the past behind her.

• Country: America • Birthday: 1973.07.04 • Sex: Female • Blood Type: AB
• Hobby: Sky Diving • Stature: 173 cm • B/W/H: 90/57/90 • Weight: 55 kg
• Occupation: College Student • Fighting Style: Martial Arts

TECHNIQUE	COMMAND
ATTACKS	
Combo Rising Knee	PPPK
Combo Somersault Kick	PPP⇦ / ⇨K
Combo Scarecrow	PPP⇧K (goes to Flamingo stance)
Double Punch Snap Kick	PPK
Punch High Kick	PK
Punch Side Kick	P⇩K
Squat Straight	⇩P
Double Joint Butt	⇨PK
Elbow Side Chop	⇨PP
Setup Combination	⇧PK (goes to Flamingo stance)
Moonsault	⇦P
High Kick Straight	KP
Double Thrust Kick	KK
Jackknife Middle Kick	⇩KK
Quick Knee	⇨K
Dash Knee	⇨⇨K
Switch Kick	⇦K (goes to Flamingo stance)
Feather Scarecrow	⇧K (goes to Flamingo stance)
Heel Kick Moonsault	⇦KP
Mirage Kick	⇧KK (goes to Flamingo stance)
Dragon Smash Cannon	⇧⇧K
Somersault Kick	⇨K / ⇨K+G
Low Kick	⇩K
Hide Side Kick	P+K (goes to Flamingo stance)
Serpent Smash Cannon	⇩P+KK
Storm Combination	⇨P+KPK (G cancels, goes to Flamingo)
Double Rise Kick	⇦P+K (goes to Flamingo stance)
Spinning Scarecrow	K+G (goes to Flamingo stance)
Crush Tornado	K+G (while rising from a crouch)
Running Knee	K+G (while running)
Leg Slicer	⇩K+G
Spin Heel Sword	⇨K+G
Rising Knee Double	⇩⇨K+GK
Rising Knee Combo	⇩⇨K+G, K
Crescent Heel	⇦K+G
Round Kick	⇧K+G
Low Spin Kick	⇧K+G
Valkyrie Sword	⇧K+GK (goes to Flamingo stance)
Venom Smash	⇦K+G
Right/Left Side Kick	P+K+G (during Evade)

TECHNIQUE	COMMAND
FLAMINGO STANCE	
Step-in Menace	⇨ (stays in Flamingo stance)
Backroll Escape	⇦
Cut-in Punch	Ⓟ
Cut-in Chop	⇦Ⓟ
Moonsault	⇦Ⓟ (stays in Flamingo stance)
Side Kick Combination	ⓀⓀⓀ (stays in Flamingo stance)
Low Cut Combination	ⓀⓀ⇩Ⓚ (stays in Flamingo stance)
Cannon Combination	ⓀⓀⓀ+Ⓖ (stays in Flamingo stance)
Hand Hold Neck Cut	⇩ⓀⓅ+Ⓖ
Guard Crush Sword	⇨Ⓚ (stays in Flamingo stance)
Cut-in Middle	⇦Ⓚ (stays in Flamingo stance)
Somersault Kick	⇧Ⓚ
Fake	Ⓟ+Ⓚ (stays in Flamingo stance)
Side Neck Cut Sword	⇩ / ⇧Ⓟ+Ⓚ (stays in Flamingo stance)
Neck Cut Slash	Ⓚ+ⒼⓅ+Ⓖ
Low Spin Kick	⇩Ⓚ+Ⓖ (stays in Flamingo stance)
Heel Sword Slash	⇨Ⓚ+Ⓖ
THROWS	
Front Suplex	Ⓟ+Ⓖ
Mermaid Phalanx	⇦Ⓟ+Ⓖ
Lightning Knee Smash	⇦Ⓟ+Ⓖ (against a wall)
Rolling Face Crush	⇦Ⓟ+Ⓖ
Neckbreaker Drop	⇨⇨Ⓟ+Ⓖ
Leg Hold Throw	⇦⇨Ⓟ+Ⓖ
Sweet Pain	⇧⇦⇩⇨ / ⇩⇦⇧⇨Ⓟ+Ⓖ
Falling Angel Throw	⇨⇦Ⓟ+Ⓖ
Shell Break Elbow	Ⓟ+Ⓖ (beside opponent)
Backdrop	Ⓟ+Ⓖ (behind opponent)
Backdrop	Ⓟ+Ⓚ+Ⓖ (behind opponent)
Leg Hook Throw	Ⓟ+Ⓖ (from Flamingo)
Gatling Kick Beat	⇧⇦⇩⇨/⇩⇦⇧⇨Ⓟ+Ⓖ (from Flamingo)
JUMP ATTACKS	
Elbow	Ⓟ
Step Hook Kick	Ⓚ
DOWN ATTACKS	
Soccerball Kick	⇦Ⓚ
Jumping Knee Stamp	⇧Ⓟ
BACK TURNED ATTACKS	
Turn Low Straight	⇩Ⓟ
Turn Low Spin Kick	⇩Ⓚ
Dragon Kick	⇦Ⓚ
Turn Rising Kick	⇦Ⓚ
TURN AWAY ATTACKS	
Back Knuckle Turn	⇦⇦Ⓟ
Back Spin Kick Turn	⇦⇦Ⓚ
Spin Turn Kick	⬇⇦Ⓚ
Double Spin Kick	⬇⇦ⓀⓀ
WALL ATTACKS	
React Round Kick	⇦Ⓟ+Ⓚ+Ⓖ
Wall Back Roll	⇦Ⓟ+Ⓚ+Ⓖ
RISING ATTACKS	
Vertical Spin Kick	ⓀⓀⓀ
Low Spin Kick	⬇ⓀⓀⓀ

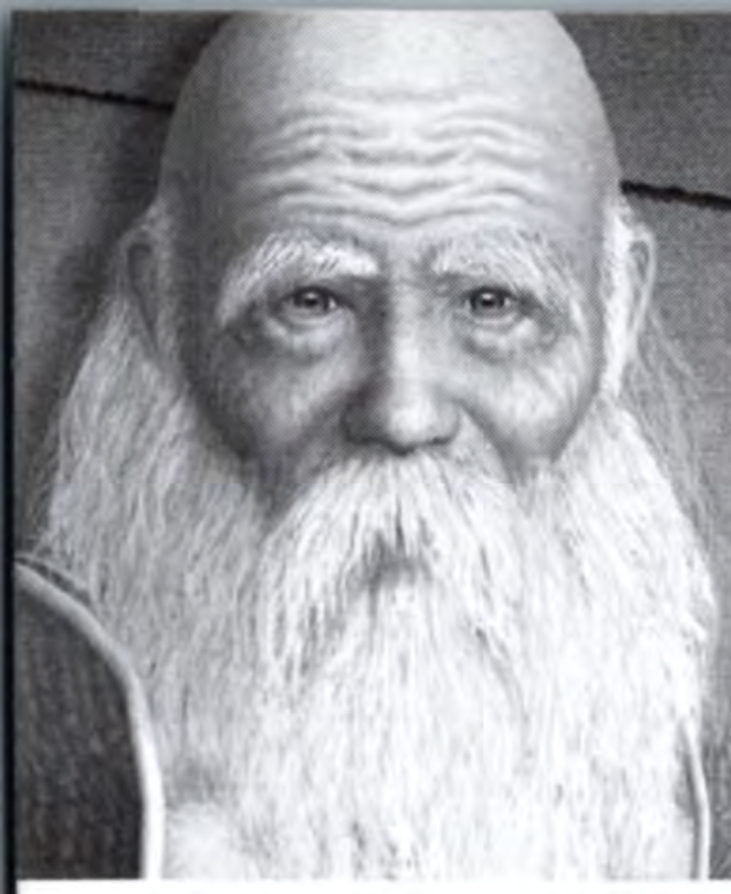
Jacky Bryant

With Sarah back and the third tournament behind him, Jacky was anxious to return to racing, but 3 months before his first comeback race, Jacky's sponsors were mysteriously attacked. That same week, Jacky received a letter ordering him to enter the fourth tournament if he wanted the attacks to stop. This threat was more than enough to convince Jacky to enter the tournament once again.

• Country: America • Birthday: 1970.08.28 • Sex: Male • Blood Type: A
• Hobby: Training • Stature: 182 cm • B/W/H: 110/87/92 • Weight: 75 kg
• Occupation: Indy Car Racing • Fighting Style: Jeet Kune Do

TECHNIQUE	COMMAND
ATTACKS	
Flash Piston Punch	PPP
Double Punch Groin Kick	PPK
Combo Smash Sword	PP⇨PK
Combo Smash Back Knuckle Spin	PP⇨PPK
Combo Smash Back Knuckle Low Spin	PP⇨PP⇩K
Combo Back Knuckle Spin	PP⇦PK
Double Punch Low Spin Kick	PP⇩K
Jab Double Straight	PP⇧P
Punch Spin Kick	PK (parallel foot position)
Punch Side Kick	PK (reverse foot position)
Punch Low Spin Kick	P⇩K
Punch High Kick	➡PK
Squat Straight	⇩P
Middle Back Knuckle Spin	⇨PPK
Middle Back Knuckle Low Spin	⇨PP⇩K
Middle Smash Sword	⇨PK
Double Back Knuckle	⇦PP
Spinning Slant Back Knuckle	⇦P⇗P
Spinning Arm Kick	⇦PK
Spinning Back Knuckle Low	⇦P⇩K
Lightning Back Knuckle	⇖PPP
Smash Back Knuckle	⇖PPP+K
Smash Upper	⬇⇖P
Slant Low Spin Kick	⇗PK
Combo Knuckle Spin Kick	KPK
Combo Knuckle Low	KP⇩K
Double Spinning Kick	KK
Smash Low Kick	⇩K
Fake Elbow Back Knuckle	⇩KPP
Groin Kick	⇨K
Step-in Middle Kick - Turn	⇨⇨K⇦
Standing Knee Kick Combo	⇦KK
Middle Kick	⇖K
High Angle Upper Kick	⇖⇖K
Somersault Kick	⇗K
Low Kick	⬇K
Beat & Back Knuckle	P+KP
Beat Spin Kick	P+KK
Chopping Left Combo	⇨P+KP

TECHNIQUE	COMMAND
Sway Hook	⇦Ⓟ+Ⓚ
Bil Jee	⇦⇨Ⓟ+Ⓚ
Lightning Kick 5	⇩Ⓟ+ⓀⓀⓀⓀⓀ
Kiss of the Dragon	⇦Ⓟ+ⓀⓅ+Ⓖ
Lightning Combination 5	⇦Ⓟ+ⓀⓅⓅⓅⓀ
Lightning Low	⇦Ⓟ+ⓀⓅⓅⓅ⇩Ⓚ
Spinning Kick Low Spin Kick	Ⓚ+Ⓖ⇩Ⓚ+Ⓖ
Spinning Kick	Ⓚ+Ⓖ
Spin Leg Slicer	⇩Ⓚ+ⒼⓀ
Spin Heel Sword	⇦Ⓚ+Ⓖ
Middle Spin Kick	⇦⇨Ⓚ+Ⓖ
Jumping Savate	⇧Ⓚ+Ⓖ
Head Hook Kick	⇦Ⓚ+Ⓖ
Switch Spin Kick	Ⓟ+Ⓚ+ⒼⓅ
Heavy Body	⇦Ⓟ+Ⓚ+Ⓖ⇦⇦Ⓟ
Step-in Sword	⇦Ⓟ+Ⓚ+ⒼⓀ
Step-in Low Slash High	⇦Ⓟ+Ⓚ+Ⓖ⇩ⓀⓀ
Barrier Kick	Ⓟ+Ⓚ+Ⓖ (during Evade)
THROWS	
One-Inch Blow	Ⓟ+Ⓖ
Northern Light Bomb	⇦Ⓟ+Ⓖ
Dragon Fist	⇨⇨Ⓟ+Ⓖ
Wall Face Crush	⇨⇨Ⓟ+Ⓖ (against a wall)
Knee Strike	⇨⇦Ⓟ+Ⓖ
Sadistic Hanging Knee	⇦⇦Ⓟ+Ⓖ
Neck Slashing	Ⓟ+Ⓖ (beside opponent)
Face Crusher	Ⓟ+Ⓖ (behind opponent)
REVERSALS	
Pak Sao	Standing Neutral
Pak Sao Knuckle	Pak Sao Ⓟ
JUMP ATTACKS	
Elbow/Step Straight	Ⓟ
Step Hook Kick/Step Heel Kick	Ⓚ
DOWN ATTACKS	
Soccerball Kick	⇦Ⓚ
Jumping Knee Stamp	⇧Ⓟ
BACK TURNED ATTACKS	
Turn Slant Low Spin Kick	⇩ⓅⓀ
Turn Kick	Ⓚ
Turn Low Spin Kick	⇩Ⓚ
Blind Back Knuckle	Ⓟ+Ⓚ
Step Back Bil Jee	Ⓟ+Ⓚ+ⒼⓅ
Step Back Side Kick	Ⓟ+Ⓚ+ⒼⓀ
TURN AWAY ATTACKS	
Side Hook Turn	⇦⇦Ⓟ
Spinning Kick Turn	⇦⇦Ⓚ
WALL ATTACKS	
React Round Kick	⇦Ⓟ+Ⓚ+Ⓖ
Wall Back Roll	⇦Ⓟ+Ⓚ+Ⓖ
RISING ATTACKS	
Vertical Spin Kick	ⒾⒾⒾ
Low Spin Kick	⬇ⒾⒾⒾ



Shun-Di

Although he joined the tournament to look for his pupil, Shun could not find him. Returning home, Shun found a letter from his pupil explaining that he would need to help rescue him if he failed to escape the Organization. Months passed and the pupil did not return, so Shun resolved to enter the fourth. tournament, infiltrate the Organization, and rescue his pupil by force.

• Country: China • Birthday: 1912.01.02 • Sex: Male • Blood Type: O
• Hobby: Drinking • Stature: 164 cm • B/W/H: 88/86/89 • Weight: 63 kg
• Occupation: Herbal Doctor • Fighting Style: Drunken Kung-Fu

TECHNIQUE	COMMAND
ATTACKS	
Saishu Renkangeki	PPP
Rengeki Koukashutai	PP↓KK (after 6 Drinks)
Chougeki Rigoutai - Turn	PK←
Fukuchougeki	↓P
Chouwan Saishu	↓↙→PP (after 6 Drinks)
Kasenko	→PPPK
Ousougeki	←P
Rengeki Gakushu	←→PPP
Shinpo Suikoushu	←↙P
Gyou'in Renkan Tankyaku - Suisen Touritsu	↙PPKP+K+G (after 8 Drinks)
Getsuga Saigeki	↓↙P
Haisenchu Kaikakyaku	↖PK
Renshu Kaishu	KKP
Renshu Haikaryukyaku	KK↓PK (after 16 Drinks)
Gyousentai	↓K
Sokutan Senshu	→K
Chubu Soutenkyaku	→→K
Getsuga Chougeki	←KP
Toushin Soutanshu	←KK (falls down)
Kouhi Sentai	↓←K
Sokutankyaku	↙K
Koushu Rentai	↖KK
Suisen Renkyaku - Suisen Touritsu	P+KKP+K+G
Tenshin Souchushou	→P+K (+3 Drinks)
Tenshin Getsuga Chougeki	←P+K (after 10 Drinks)
Gekizan Senchu	↙P+K
Kanshoushi	↖P+KP
Ousoushu	K+GP
Tanhi Chougeki	K+G
Renkan Zensen Soutai	↓K+GKK (after 7 Drinks)
Senpu Soutai	↓ / ↙K+G
Toukyaku	→K+G
Honshin Rensenkyaku	←K+G
Ryubikyaku	↑K+G
Haitou Rensenkyaku	↖K+G
Gyou'inshu	P+K+G (+1 Drink)
Shasoku Renkyaku	P+K+G (during Evade)
Kasen Renchugeki	↓ / ↑P+K+GPP
Koushinhi Futsushu	←P+K+GP
Kousoku Zenhi	↗ / ↙P+K+G
Kousoku Kouhi Futsushu	↘ / ↖P+K+GP
Kousoku Koushi Soushu	↘ / ↖P+K+GP+K

TECHNIQUE	COMMAND
ZABANTETSU STANCE (SITTING)	
Zabantetsu	↓Ⓟ+Ⓚ
Chubu Rakusenkyaku	Ⓚ
Saikeikyaku	↓Ⓚ
Za'inshu	Ⓟ+Ⓚ+Ⓖ (+3 Drinks)
TENTOURITSU STANCE (HANDSTAND)	
Tentouritsu	→↘↓↙←Ⓟ+Ⓚ
Toushin Renkyaku	Ⓚ
Tenshin Suishukou	Ⓟ+Ⓚ
Tenshin Suishukou - Oushin	Ⓟ+ⓀⒼ
Soushoutai	Ⓚ+Ⓖ
OUSHIN STANCE (LYING DOWN)	
Oushin	←↙↓↘→Ⓟ+Ⓚ
Gyoushin Toutai	ⓀⓅⓀ
Nehan Rengekikatai	ⓀⓅ↓ⓀⓀ (after 10 Drinks)
Nehan Soukyaku	↓Ⓚ
Oushin Inshu	Ⓟ+Ⓚ+Ⓖ (+3 Drinks)
CHOUKAROU STANCE	
Chousuiho	↑ / ↓
Ousou Sengeki	Ⓟ
Sokutan Senshu	Ⓚ
Zensen Soutai	Ⓚ+Ⓖ
Getsuga Chougeki	Ⓟ+ⓀⓀⓅ
Toushin Soutanshu	Ⓟ+ⓀⓀⓀ
Shinpo Suikoushu	→Ⓟ+Ⓚ+ⒼⓅ
Suisen Rensoutai	→Ⓟ+Ⓚ+ⒼⓀ
THROWS	
Suiho Tenshinchu	Ⓟ+Ⓖ (+4 Drinks)
Rengeki Tenshin Ousoushu	←→→Ⓟ+Ⓖ (after 3 Drinks)
Toushu Richu	←Ⓟ+Ⓖ
Toushu Richu	←Ⓟ+Ⓖ (against wall, +5 Drinks)
Gouhai Senbu	↓→↑←/↑→↓←Ⓟ+Ⓖ (10 Drinks, +4 Drinks)
Tenshin Souko	↘Ⓟ+Ⓖ
Tenshin Soukeikyaku	←↘Ⓟ+Ⓖ (after 6 Drinks)
Tenshin Souchu Richu	Ⓟ+Ⓖ (beside opponent)
Kanshouri	Ⓟ+Ⓖ (behind opponent, +5 Drinks)
Haitou Richu	Ⓟ+Ⓖ (after 5 Drinks, back turned)
JUMP ATTACKS	
Touchi Hanshousou/Rakuho Chougeki	Ⓟ
Saikatai/Jigentai	Ⓚ
Hiten Hougeki	←Ⓟ
DOWN ATTACKS	
Rasen Suichu	↘Ⓟ
Tenchu Rakukyaku	↑Ⓟ
BACK TURNED ATTACKS	
Sentankyaku	Ⓟ+ⓀⓀ
Teitoukyaku	↓Ⓚ
Koushi Renkyaku	Ⓚ+Ⓖ
Haisui Renkoushu	Ⓟ+Ⓚ+ⒼⓅⓅ
Haisui Renkoushu, Auto Throw	Ⓟ+Ⓚ+ⒼⓅⓅ (after 10 Drinks)
TURN AWAY ATTACKS	
Chougeki Haiten	←←Ⓟ
Asen Kaikyaku	←←Ⓚ
RISING ATTACKS	
Kinkousen	ⓀⓀⓀ
Gyousentai	↓ⓀⓀⓀ

Lion Rafale

After two defeats at previous tournaments, Lion returned home doubting his own abilities. Lion's father encouraged him to return to training and helped him regain his pride. A few months later, the invitation for the fourth tournament arrived. With renewed confidence, Lion left home, claiming, "I am the only one who will win the championship!"

• Country: France • Birthday: 1979.12.24 • Sex: Male • Blood Type: AB
• Hobby: Collecting Knives • Stature: 171 cm • B/W/H: 90/84/88
• Weight: 63 kg • Occupation: Student • Fighting Style: Tourou-Ken

TECHNIQUE	COMMAND
ATTACKS	
Renkan Senshou	PPP
Rensui Mabanshu	PP⇦P
Rensui Soushu	PP⇩P
Rensuitai	PK
Katousui	⇩P
Ryusei Koushugeki	⇩⇦P
Banchu Renkanshu	⇨PP
Shippo Shousenshu	⇩⇨P
Senshippo	⇨⇨P
Ni In'you	⇦PP
Shinpo Tourou Soushu	⇦⇧P
Rakugekishou	⇧PP
Rensou Koushu	⇩⇧PP
Tougeki Rensui	⇧PP
Touku Gekishou	⇦P
Rensentai	KK
Zensoutai	⇩KK
Tousentai	⇩KK+G
Koushu Teishitsu	⇨K
Fujin Rentankyaku	⇨⇨KK
Katoutai	⇧KK
Dantai	⇧K
Senkyutai	⇧K
Senten Kukyaku	⇦K
Souji Senpu	P+K
Touho Soushu - Turn	⇩P+K⇦
Tenshin Touho Soushu	⇨P+K⇦
Tenshin Touho Soushukyaku	⇨P+KK
Takuhi Houshinshou	⇩⇨P+K
Tourou Youzan	⇨⇨P+KP
Rensansui Banchu	⇦⇨P+KPP
Taizan Soukoushu	⇦P+K
Kouho Hachihonsui	⇦⇦P+K
Juchou Senshou	⇧P+K
Honsui	⇧P+K
Shaho Shasousui	⇧P+K
Kousoutai	⇩K+G
Tenshin Ryou'inkyaku	⇨K+G
Senpu Haisoushu	⇦⇨K+G⇩P

TECHNIQUE	COMMAND
ATTACKS	
Senpu Shoukyaku	⇦⇨K+G⇩K
Shicchi Soutai	⇖K+G
Zensou Tenshinkyaku	⇖K+G
Mabanshu	P+K+G (during Evade)
Shazenho - Honsui	⇗ / ⇖P+K+GP
Shasenho - Shasousui	⇗ / ⇖P+K+GP+K
Shakouho	⇦P+K+G
THROWS	
Hatoushu Shutai	P+G
Shichisei Tenbunchu	⇦P+G
Haika Senten	⇖P+G
Tourou Chouhi Soukoushu	⇖⇖P+G
Tozan Honshakyaku	⇩⇨P+G
Saishu Houkou	⇨⇨P+G
Hiten Soukukyaku	⇦⇨P+G
Bokuho	⇨⇖P+G
Yokushin	⇨⇖P+G⇧ / ⇩
Renkan Sakusui 1	⇨⇖P+GP
Renkan Sakusui 2	⇨⇖P+GPP
Renkan Sakusui 3	⇨⇖P+GPPP
Rakushu Dantai	⇨⇖P+G⇧P+G
Rakushu Soushu	⇨⇖P+G⇩P+G
Tenshin Soukoushu	⇨⇖⇩⇖⇦P+G
Goda Renkanheki	⇦⇖⇩⇖⇨P+G
Honshin Teishitsu	P+G (beside opponent)
Renkoushu Haishu	P+G (behind opponent)
JUMP ATTACKS	
Touku Haigekishou/Rakuho Tousui	P
Touku Gekishou	⇗P
Chisou Shoukyaku	K (before landing)
Touku Shoukyaku	K
DOWN ATTACKS	
Rakusenshu	⇖P
Hiten Rakutai	⇧P
BACK TURNED ATTACKS	
Haiho Soushu	⇩P
Kaikakyaku	⇩K
Haishin Senshou	P+K (during Turn Away Attack)
Haishin Sakusui	P+K
TURN AWAY ATTACKS	
Senshou Haiten	⇦⇦P
Koushutai	⇦⇦K
Kasentai Haiten	⇦⇦K+G
WALL ATTACKS	
Suishou Koukyaku	⇨P+K+G
Hekikai Honkyaku	⇗P+K+G
RISING ATTACKS	
Tousenkyaku	KKK
Shicchi Sentai	⇩KKK

Aoi Umenokoji

Aoi realized what a small world she was in after losing the third tournament. Returning home, she tried hard not only to learn Aikido and Kobujutsu, but also to improve her knowledge of other martial arts. She is anxious to enter the fourth tournament so that she can demonstrate her enhanced repertoire of moves.

• Country: Japan • Birthday: 1979.03.14 • Sex: Female • Blood Type: A
• Hobby: Ikebana • Stature: 162 cm • B/W/H: 83/53/86 • Weight: 46 kg
• Occupation: Student • Fighting Style: Aiki Ju-Jutsu

TECHNIQUE	COMMAND
ATTACKS	
Rentotsu Kodachi	Ⓟ Ⓟ Ⓟ Ⓚ
Rentotsu Kusanagi	Ⓟ Ⓟ Ⓟ ⇩ Ⓚ
Rentotsu Kusanagi - Tenchi In'you	Ⓟ Ⓟ Ⓟ ⇩ Ⓚ Ⓟ+Ⓚ+Ⓖ (to Tenchi In'you)
Nirentotsu Ouda	Ⓟ Ⓟ ⇨ Ⓟ
Rentotsu Kinuguruma	Ⓟ Ⓟ ⇨ Ⓟ Ⓟ
Nirentotsu Kugikyaku	Ⓟ Ⓟ Ⓚ
Shougerigasane	Ⓟ Ⓚ
Gedan Shouda	⇩ Ⓟ
Tsumujisakura	⇨ Ⓟ Ⓟ
Koromoguruma	⇨ ⇨ Ⓟ
Joudan no Ate	⇨ ⇦ Ⓟ
Kagetsurou - Tenchi In'you	⇦ Ⓟ Ⓟ+Ⓚ+Ⓖ (to Tenchi In'you stance)
Tenkai	⇦ ⇨ Ⓟ Ⓟ+Ⓖ
Ryoushi	⇦ ⇖ Ⓟ
Shodeshinken - Tenchi In'you	⇖ Ⓟ Ⓟ+Ⓚ+Ⓖ (to Tenchi In'you stance)
Musouha - Sodeguruma	⬇ ⇖ Ⓟ (counter hit) ⇦ Ⓟ+Ⓖ
Sunekudaki	⇗ Ⓟ
Uegeri	Ⓚ
Raijinha - Tenchi In'you	⇨ Ⓚ Ⓟ+Ⓚ+Ⓖ (to Tenchi In'you stance)
Kumogeri	⇨ Ⓚ Ⓚ
Kasumigeri	⇩ Ⓚ
Gedan Keri'ate	⬇ Ⓚ
Maegeri	⇖ Ⓚ
Gedan Keri'ate	⇗ Ⓚ
Hirate 3	Ⓟ+Ⓚ Ⓟ Ⓟ
Tengu Otoshi	Ⓟ+Ⓚ (while rising from a crouch)
Oushu Hiji'ate	⇨ Ⓟ+Ⓚ Ⓟ
Ouka	⇨ ⇨ Ⓟ+Ⓚ Ⓟ
Shinchuzuki	⇩ ⇖ ⇨ Ⓟ+Ⓚ
Jousei Ryusenshou	⇦ ⇦ Ⓟ+Ⓚ
Soushouda	⇦ ⇨ Ⓟ+Ⓚ
Inshou	⇦ ⇖ Ⓟ+Ⓚ
Hou'oushu	⇖ Ⓟ+Ⓚ
Shigure	Ⓚ+Ⓖ
Kusanagi	⇩ Ⓚ+Ⓖ
Kusanagi - Tenchi In'you	⇩ Ⓚ+Ⓖ Ⓟ+Ⓚ+Ⓖ (to Tenchi In'you stance)
Suigetsutotsu	⇨ Ⓚ+Ⓖ Ⓟ

TECHNIQUE	COMMAND
ATTACKS	
Ogamigeri	⇦Ⓚ+Ⓖ
Mikawashi Hiji'ate	Ⓟ+Ⓚ+Ⓖ (during Evade)
Tenchi In'you	⇦Ⓟ+Ⓚ+Ⓖ
Ryusui	⇧ / ⇩ (stays in Tenchi In'you stance)
Ryusen	⇧ / ⇩Ⓟ (stays in Tenchi In'you stance)
THROWS	
Ko'ate	Ⓟ+Ⓖ
Hikichigai	Ⓟ+Ⓖ⇩ / ⇨ / ⇧ / ⇦
Morotebiki	⬇⇦Ⓟ+Ⓖ
Konoha Otoshi	⇧Ⓟ+Ⓖ
Oboroguruma	⇧⇧Ⓟ+Ⓖ
Hangetsuha	⇗Ⓟ+Ⓖ
Aikinage	⬇⇨Ⓟ+Ⓖ
Okurite Mawashi	⇦⇨Ⓟ+Ⓖ
Chougarami - Yumigatame - Ebi'ori	⇨⇧⇩⇗⇦Ⓟ+Ⓖ⇦⇩Ⓟ+Ⓖ⇩⇧Ⓟ+Ⓖ
Kiri'e Otoshi	⇧⇨⇩⇦ / ⇩⇨⇧⇦Ⓟ+Ⓖ
Taiboku Kudaki	⇧⇦⇩⇨/ ⇩⇦⇧⇨Ⓟ+Ⓖ⇦⇗⇩⇧⇨Ⓚ+Ⓖ
Samidare	Ⓟ+Ⓖ (beside opponent, right)
Ayatetori	Ⓟ+Ⓖ (beside opponent, left)
Sugi Taoshi	Ⓟ+Ⓖ (behind opponent)
Tekime Toushin	⇩Ⓟ+Ⓚ+Ⓖ
Shin no Kurai	⇗Ⓟ+Ⓚ+Ⓖ
Samidare / Ayatetori	⇩/⇗Ⓟ+Ⓚ+Ⓖ (beside crouching opponent)
REVERSALS	
Tenshin Nyushin	⇦Ⓟ+Ⓚ (vs right HP)
Uzuneri	⇦Ⓟ+Ⓚ (vs left HP)
Urakotegaeshi	⇨Ⓟ+Ⓚ (back turned)
Senryu	⇩Ⓟ+Ⓚ (vs LP)
Edasaki	⇗Ⓟ+Ⓚ (vs right MK)
JUMP ATTACKS	
Tobi Shutou	Ⓟ
Tobi Maegeri / Tobi Kakatogeri	Ⓚ
DOWN ATTACKS	
Tateshutou	⇧Ⓟ
Kusei Komashutou	⇧Ⓟ
Edakudaki	⇧Ⓟ+Ⓖ
BACK TURNED ATTACKS	
Sokutougeri	Ⓚ
Mawari Shutou	⇩Ⓟ
Mawari Sunegeri	⇩Ⓚ
TURN AWAY ATTACKS	
Uzumaki Shutou	⇦⇦Ⓟ
Ogamigeri	⇦Ⓚ+Ⓖ
RISING ATTACKS	
Kasumigiri	ⒼⒼⒼ
Mizugiri	⬇ⒼⒼⒼ

Lei-Fei

At times in Chinese history, there emerged martial arts styles too powerful for the military to suppress. It thus fell to a group of experts to eliminate the forbidden styles and their practitioners. Lei Fei, a young monk with outstanding abilities, was charged with the elimination of Koen-Ken, but as he prepares for the tournament, he secretly plans to make its legendary power his own.

- Country: China • Birthday: Unknown • Sex: Male • Blood Type: B
- Hobby: Praying • Stature: 175 cm • B/W/H: 98/85/83 • Weight: 63 kg
- Occupation: Monk • Fighting Style: Shaolin-Ken

TECHNIQUE	COMMAND
ATTACKS	
Rengeki Soushouha	PPP (goes to Hai Shiki stance)
Fukusoushou	↓P
Kakushu Suirengeki	→PP
Toutenshou	↓→P
Toushou	→→P
Rakengeki	←PP
Souyokugeki	←→P
Uryu Banda	←↖P (goes to Hai Shiki stance)
Shaten Renshou	↖↖PP
Haisenkyaku	K (goes to Hai Shiki stance)
Fujinkyaku	↓K
Rigoutai	→K (goes to Koko Shiki stance)
Toukyaku	→→K
Tenshin Senputai	↑KK
Bunkyaku	↖K
Nikibunkyaku	↗K
Kongou Renshinhouda	P+KPP
Haishin Chugeki	↓P+KP
Kochouheki	↓↖→P+K
Mahosui	→P+K
Zaban Hekishou	→→P+K
Kyuho Soufuken	←→P+K
Sousuigeki	↗P+K
Haisetsukou	↖ / ↗P+KP (goes to Koko Shiki stance)
Sokutankyaku	K+G (goes to Dokuritsu Shiki stance)
Zensoutai	↓K+G
Hansenpu	→K+G
Senpukyaku	→→K+G (goes to Koko Shiki stance)
Soushouhi Kousoutai	←K+GK↓K
Touku Tenshinkyaku	↑K+G
Chisen Choukyaku 2	↖K+GK
Toushin Choukyukyaku	↖↖K+GKK
Toushin Sen'enkyaku	↖↖K+GKK+G
Souhikyaku	↗K+G
Teishitsu Sokushou	P+K+GP (during Evade)
HAI SHIKI STANCE ATTACKS	
Hai Shiki	↓P+K+G
Housui Rengeki	PP (goes to Dokuritsu Shiki stance)
Housui Shouheki	PP+K
Koudantai	K (goes to Dokuritsu Shiki stance)
Hai Shiki Zensoutai	↓K
Senpukyaku	K+G (stays in Hai Shiki stance)
Senshippo	P+K

TECHNIQUE	COMMAND
BOKUTAI STANCE ATTACKS	
Bokutai	⇩ (from Hai Shiki stance)
Shinpo Senshinken	PP
Tenshin Ryousou	⇨P
Fukushin Koushitai	K
Hanshouda	P+K
Touku Tenshinkyaku	K+G
DOKURITSU SHIKI STANCE ATTACKS	
Dokuritsu Shiki	⇧P+K+G
Senshin Toushou	P (goes to Hai Shiki stance)
Nikikyaku	KK
Fukushintai	⇩K (goes to Hai Shiki stance)
Soushouhi Kousoutai	⇦KK⇩K
Shinpo Bunkyaku	K+G
Sokushin Kousoutai	⇩K+G
Sokushin Zensoutai	⇧K+G
NEHAN SHIKI STANCE ATTACKS	
Nehan Shiki	⇖P+K+G
Sokushukyaku	PK (goes to Dokuritsu Shiki stance)
Hi'en Senpukyaku	K (goes to Koko Shiki stance)
Zensoutai	⇩K
Renkan Honshin Mahosui	P+KPP
KOKO SHIKI STANCE ATTACKS	
Renkan Sousui	P
Koushutai	K
Haishin Kasoushou	⇩K
Kasou Rensen Housui	⇩KPP
THROWS	
Raishin Senbu	P+G
Haizan Toukai	⇖P+G
Kyusen Shouheki	⇨⇨P+G
Haikyaku Soutou	⇨⇦P+G
Bokutai Nentou	P+G (beside enemy right)
Ryou'in Senshu	P+G (beside enemy left)
Toushin Soukasui	P+G (behind enemy)
REVERSALS	
Dokuritsu Senshou	Neutral during Dokuritsu Shiki stance
JUMP ATTACKS	
Chouhosui / Choudansui	P
Choutotsushu / Chouhototsushu	K
DOWN ATTACKS	
Toushingeki	⇖K
Rakugeki Houda	⇧P
BACK TURNED ATTACKS	
Haichugeki	⇩P
Koushitai	K
Zasenshu	⇩K
Haishin Chugeki	P+K (goes to Koko Shiki stance)
Haishin Sentai	K+G (goes to Hai Shiki stance)
WALL ATTACKS	
Hekika Haishu	⇨P+K+G
Hekika Haiten	⇦P+K+G
RISING ATTACKS	
Zensentai	KKK
Zensou Sentai	⬇KKK

Vanessa Lewis

Vanessa was adopted by a special forces officer named Lewis, but he was later murdered by terrorists. Learning that the terrorists were targeting VIPs, Vanessa became a security officer and vowed to find her father's killer. Years later, Vanessa learned that a woman named Sarah Bryant was being targeted, so she entered the fourth tournament to protect Sarah from harm.

- Country: Unknown • Birthday: Unknown • Sex: Female • Blood Type: AB
- Hobby: Singing • Stature: 175 cm • B/W/H: 93/57/93 • Weight: 55 kg
- Occupation: Security Guard • Fighting Style: Vale Tudo

TECHNIQUE	COMMAND
DEFENSIVE STYLE ATTACKS	
Shadow Combo High Kick	PPPK
Crush Jaw	P (while rising from a crouch)
Back Knuckle Stream	⇨PKK
Ducking Body Smash	⇨⇨PP
Cut Upper	⇖P
Defensive Elbow	⇗P
Half Moon Kick	K (while rising from a crouch)
Stopping Low Combo	⇩KP
Sit Down Low Kick	⬇K
Cut-in Knee Kick - Front Sleeper	⇨K (counter hit) ⇨P+G
Shadow Slicer	⇨⇨K
Counter Strike	⇦K
Parrying Combination	⇦⇨KP
Bone Crush Middle	⇖K
Heavy Hook Combo	P+KP
Bomber Strike	⇩P+K
Cut-In	⇦⇖P+K
Boomerang Hook	⇖P+K
Low Spin Slicer	⇩K+G
Heel Kick	⇨K+G
Back Charge Set-up	⇦⇦K+G⇩ into Offensive Style
Leg Bomber	⇗K+G
Stomach Crush - Front Sleeper	⇖K+G (hit) ⇨P+G
Intercept Body Blow	⇩P (while G is held down)
OFFENSIVE STYLE ATTACKS	
Set-up (from Defensive Style)	P+K+G (switches to Offensive Style)
Combination Middle	PPK
Fake Lancer	PK⇨P+K
Smash Upper	P (while rising from a crouch)
Stride Combination	⇨PPK
Long Barrel Blow	⇨⇨P
Assault Combination	⇦⇨PPPK
Intrude Combo	⇖PP
High Kick - Intercept	KP
Fake Lancer	K⇨P+K
High Kick	➡K
Cluster Knee	K (while rising from a crouch)
Stopping Low Smash	⇩KPP
Low Kick	⬇K
Knee - Kick - Jab - Hook	⇨KKPP
Crimson Lancer	⇨⇨K (counter hit) ⇨P+K
Stopping Toe - Second Impact	⇖KK

TECHNIQUE	COMMAND
OFFENSIVE STYLE ATTACKS	
Chopping Hook - Body Smash	P+KP
Pile Bunker	⇨P+K
Lightning Lancer Tackle	⇨⇨P+K
Upper Heel Sword	⇦P+KK
Low Spin Slicer	⇩K+G
Heel Kick	⇨K+G
Leg Cut Low - Takedown	⇨⇨K+G (hit) ⇨P+G
Back Charge Set-up	⇦⇦K+G⇩ (into Defensive Style)
Leg Bomber	⇦K+G
Barrier Kick	P+K+G (during Evade)
THROWS	
Canyon Dive	P+G (Def.)
Elbow Rush	⇨P+G (Def.)
Hell's Gate	⇨⇩P+G (Def.)
Heaven's Gate	⇩⇨⇧⇦ / ⇧⇨⇩⇦P+G (Def.)
Judgement: Guilty	⇨⇨P+G⇨P+G (Def.)
Takedown Blow	P+G (beside opponent, right) (Def.)
Rock Crush Throw	P+G (behind opponent) (Def.)
Rib Crush Knee	⇦P+K+G (Def.)
Leg Breaker	⇩⇦⇧⇨ / ⇧⇦⇩⇨P+G (Off.)
Styx Hole	⇨⇦⇩⇦⇦P+G (Off.)
Arm Crush Low	⇦⇦P+G (Off.)
Chinook Strike	P+G (beside opponent, right) (Off.)
Deep Sweeper	P+G (behind opponent) (Off.)
Hellhound	⇦P+K+G (Off.)
Hammer Knuckle	P (during Takedown)
Body Punch	⇩P (during Takedown)
Heavy Hammer Knuckle	P+K (during Takedown)
Mount Elbow	P+G (during Takedown)
DEFENSIVE STYLE REVERSALS	
Set-up (from Offensive Style)	P+K+G (into Defensive Style)
Right/Left Hand Hold	Neutral against High/Mid Punch
Hold High Kick	K (during Hand Hold)
Hold Shin Kick	⇩K (during Hand Hold)
Right Armbreaker	P+G (during Right Hand Hold)
Prison Armlock	⇦P+K
Leg Hold Throw	⇦P+K
JUMP ATTACKS	
Double Knuckle/Elbow/Step Straight	P
Step Hook Kick/Heel Kick	K
DOWN ATTACKS	
Soccerball Kick	⇦K
Rolling Leg Drop	⇧P (Defensive Style)
Bryants' Knee Stamp	⇧P (Offensive Style)
BACK TURNED ATTACKS	
Stopping Foul Kick	⇩K
Turn Low Spin Slicer	⇩K+G
WALL ATTACKS	
React Round Kick	⇨P+K+G
Wall Back Roll	⇦P+K+G
RISING ATTACKS	
Vertical Spin Kick	KKK
Low Spin Kick	⬇KKK

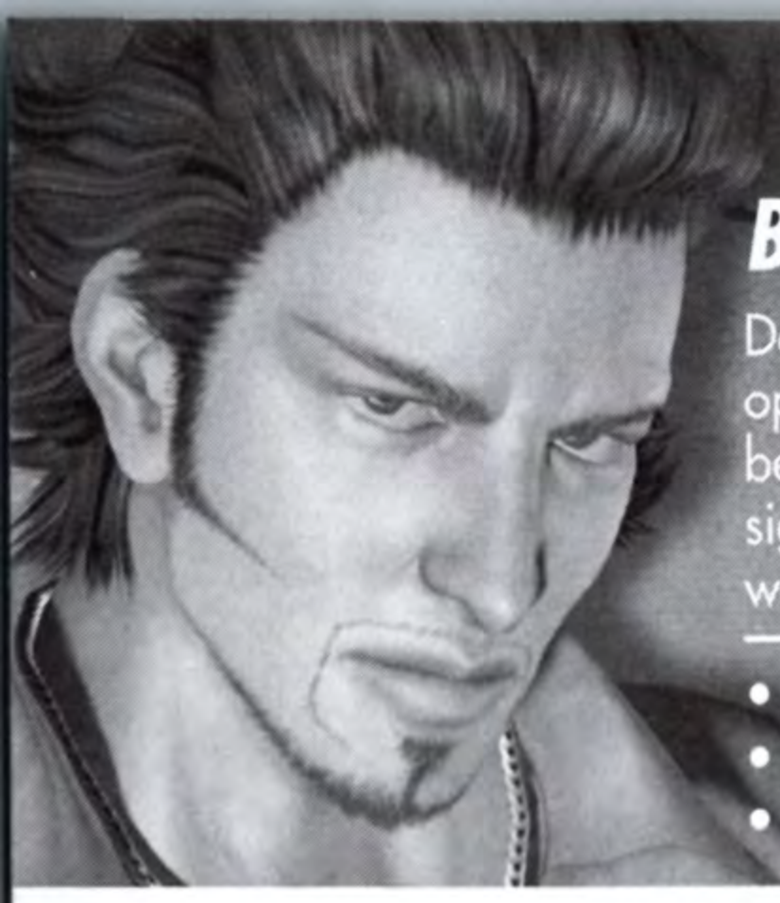
Goh Hinogami

After his father was murdered by a jealous friend, Goh was taken in by the Organization and trained in the assassination arts. Although he was taken in to instigate the extermination of traitors, orders have come from above that he is to appear in the fourth tournament and send the other participants into a dark oblivion...

• Country: Japan • Birthday: Unknown • Sex: Male • Blood Type: AB
• Hobby: Collecting Silver Accessories • Stature: 175 cm • B/W/H: 93/57/93
• Weight: 66 kg • Occupation: Assassin • Fighting Style: Judo

TECHNIQUE	COMMAND
ATTACKS	
Tsurane Shouda	ⓅⓅ
Sune'uchi	⇩Ⓟ
Rengoku	⇨ⓅⓅ
Abara Kudaki - Yomi'okuri	⇨⇨Ⓟ (counter hit) ⇦Ⓟ+Ⓖ
Tettsui	⇦Ⓟ
Soukyu	⇦⇨Ⓟ
Sune Kudaki	⇦⇖Ⓟ
Raika	⇖Ⓟ
Inazuma (Migi Hibara) Geri	Ⓚ
Uchikurubushigeri	⇩Ⓚ
Tsukikage	⇨Ⓚ
Kyousengeri	⇦⇨Ⓚ
Ura Inazuma (Migi Hibara) Geri	⇖Ⓚ
Senryukeri	⇖Ⓚ
Kumiteharai - Tsukami	Ⓟ+ⓀⓅ+Ⓖ
Minamobarai	⇧ / ⇩Ⓟ+Ⓚ
Jun'you	⇨Ⓟ+ⓀⓅ
Goukitotsu	⬇⇨Ⓟ+Ⓚ
Fudousatsu	⇨⇨Ⓟ+Ⓚ
Karura	⇦Ⓟ+Ⓚ
Kotetsu	⇦Ⓟ+Ⓚ (maximum charge)
Yoroidoshi	⇦⇨Ⓟ+Ⓚ
Yamibarai - Tsukami	⇦⇖Ⓟ+Ⓚ (hit) ⇨Ⓟ+Ⓖ
Gohou Yuri'ori	⇖Ⓟ+Ⓚ
Ikaruga	Ⓚ+ⒼⓅ
De'ashibarai	⇧ / ⇩Ⓚ+Ⓖ
Murakumo	⇨⇨Ⓚ+Ⓖ (guard or hit) ⇦Ⓟ+Ⓖ
Ni'oudaoshi - Ni'ousatsu	⇖Ⓚ+Ⓖ (counter hit) ⇨Ⓟ+Ⓖ
Orochinagi	⇖Ⓚ+Ⓖ
Suigetsugeri	Ⓟ+Ⓚ+Ⓖ (during Evade)
THROWS	
Makikomi	Ⓟ+Ⓖ
Uchimata	⇨⇩Ⓟ+Ⓖ
Tsuyuharai - Todome	⇦⇖⇩⇖⇨Ⓟ+Ⓖ
Tachidori - Todome	⇨⇖⇩⇖⇦Ⓟ+Ⓖ

TECHNIQUE	COMMAND
THROWS	
Tsuchigumo	⇨⇨Ⓟ+Ⓖ
Ganseki Otoshi	⇦Ⓟ+Ⓖ
Naraku Otoshi	⇨⇦Ⓟ+Ⓖ
Hiza'ate - Oguruma	⇩⇦⇧⇨ / ⇧⇦⇩⇨Ⓟ+Ⓖ
Enma	⇖Ⓟ+Ⓖ
Gourai	⇖⇖Ⓟ+Ⓖ
Hiji'ate - Kuchiki'ori	Ⓟ+Ⓖ (beside opponent)
Kegon Otoshi	Ⓟ+Ⓖ (behind opponent)
Kuchikitate	⇩Ⓟ+Ⓚ+Ⓖ (opponent crouching)
Orochi	⇖Ⓟ+Ⓚ+Ⓖ (opponent crouching)
Hiji'ate - Kuchiki'ori	⇩ / ⇖Ⓟ+Ⓚ+Ⓖ (beside crouching oppnt.)
Kegon Otoshi	⇩ / ⇖Ⓟ+Ⓚ+Ⓖ (behind crouching oppnt.)
TSUKAMI ATTACKS	
Tsukitobashi	Ⓟ+Ⓖ
Osotoguruma	⇨ ⇨Ⓟ+Ⓖ
Yashaguruma	⇦ ⇦Ⓟ+Ⓖ
Okuri'ashibarai Gou - Todome	⇩ ⇩Ⓟ+Ⓖ
Ashibarai Gou - Todome	⇧ ⇧Ⓟ+Ⓖ
JUMP ATTACKS	
Tobitsuki	Ⓟ
Tobigeri	Ⓚ
DOWN ATTACKS	
Todome	⇖Ⓟ
Hayate	⇧Ⓟ
Matasaki	⇩ / ⇖Ⓟ+Ⓖ
BACK TURNED ATTACKS	
Tettsui	⇩Ⓟ
Sunegeri	⇩Ⓚ
RISING ATTACKS	
Kasumibarai	⇩Ⓚ+Ⓚ+Ⓚ
Minamogiri	⇩Ⓚ+Ⓚ+Ⓚ



Brad Burns

Despite his charming personality and many girlfriends, Brad is a formidable opponent in the ring overwhelming opponents with sharp attacks. After becoming the undefeated champion in the regional tournaments, Brad set his sights on the next stage. Anticipating the thrill of an especially heated fight, he was determined to enter the fourth tournament.

- Country: Italy • Birthday: Unknown • Sex: Male • Blood Type: B
- Hobby: Thrill Seeking • Stature: 178 cm • B/W/H: 105/78/88 • Weight: 66 kg
- Occupation: Kick Boxing • Fighting Style: Kick Boxing (Muay Thai)

TECHNIQUE	COMMAND
ATTACKS	
Jab - Spin Kick	Ⓟ Ⓚ
Combination Low	Ⓟ Ⓟ Ⓚ
Jab Straight - Ducking	Ⓟ Ⓟ ⇨
Gliding Knee - Catch	Ⓟ ⇨ Ⓟ Ⓚ Ⓟ+Ⓖ
Combination Upper	Ⓟ Ⓟ Ⓟ
Sit Jab	⇩ Ⓟ
Elbow Hook - Screw High Kick	⇨ Ⓟ Ⓚ
Elbow Hook - Ducking	⇨ Ⓟ ⇨
Lumpini Combination - Catch	⇦ Ⓟ Ⓚ (counter hit) Ⓟ+Ⓖ
Spine Whip - Ducking	⇦ Ⓟ ⇨
Lumpini Combination - Ducking	⇦ Ⓟ Ⓚ ⇨
Dtee Sawk Combination	⇖ Ⓟ Ⓟ
Rising Upper	⇩ ⇖ Ⓟ
Teep Combination - Catch	Ⓚ Ⓟ Ⓚ (counter hit) Ⓟ+Ⓖ
Stopping - Mobility Jab	Ⓚ Ⓟ ⇨
Cutting Low	⇩ Ⓚ
Double Strike	⇩ Ⓚ Ⓚ
Knee Upper - Ducking	⇨ Ⓚ ⇨
Kao Loy	⇨ ⇨ Ⓚ
Flare Kick	⇩ ⇦ Ⓚ
Step Change Knee	⇦ ⇨ Ⓚ
Middle Kick - Catch	⇖ Ⓚ (counter hit) Ⓟ+Ⓖ
Dtee Sawk Bon	Ⓟ+Ⓚ
Shovel Hook Triple - Last Shot	⇩ Ⓟ+Ⓚ Ⓟ Ⓟ ⇨ Ⓟ
Sawk Klab	⇨ Ⓟ+Ⓚ
Dtee Sawk Lang	⇖ Ⓟ+Ⓚ Ⓟ
Jaguar Tail	⇩ Ⓚ+Ⓖ
Pap Sawk Kao	⇦ ⇨ Ⓚ+Ⓖ
Over Step Middle	Ⓟ+Ⓚ+Ⓖ (during Evade)
SPECIAL ACTIONS	
Ducking	⇨ Ⓟ+Ⓚ+Ⓖ
Cross Upper	Ⓟ Ⓟ (during Ducking)
Ducking Knee Upper - Catch	Ⓚ (counter hit) Ⓟ+Ⓖ (during Ducking)
Middle Spin Kick	Ⓚ+Ⓖ (during Ducking)

TECHNIQUE	COMMAND
SPECIAL ACTIONS	
Sway Back	⇦Ⓟ+Ⓚ+Ⓖ
Sway Back Jab	Ⓟ (during Sway Back)
Sway Back Jab - Ducking	Ⓟ⇨ (during Sway Back)
Sway Back Middle Kick	Ⓚ (during Sway Back)
Slipping Right/Left	⇩ / ⇧Ⓟ+Ⓚ+Ⓖ
Smash Hook	Ⓟ (during Slipping Right)
Hunting Middle Kick - Catch	ⓀⓅ+Ⓖ (during Slipping Right)
Body Break	Ⓟ (during Slipping Left)
Piercing Knee	Ⓚ (during Slipping Left)
THROWS	
Elbow Slash	Ⓟ+Ⓖ
Body Knee Crush	⇦⇨Ⓟ+Ⓖ
Neck Slash	⇦Ⓟ+Ⓖ
Face Fang	⇧⇧Ⓟ+Ⓖ
Change	⇧Ⓟ+Ⓖ
Pap Sawk Kao	Ⓟ+Ⓖ (beside enemy right)
Rehw Impact	Ⓟ+Ⓖ (beside enemy left)
Power Gradation	Ⓟ+Ⓖ (behind enemy)
REVERSALS	
Death Trap	⇧Ⓟ+Ⓚ
CATCH	
Elbow Slash	Ⓟ
Gohk Kor Dtae Kao	Ⓚ
Position Change	⇨
Back Through	⇦ (during Position Change)
JUMP ATTACKS	
Jump Knuckle	Ⓟ
Jump Toe Kick	Ⓚ
DOWN ATTACKS	
Gambit	⇩Ⓚ
Hell Dive	⇧Ⓟ
BACK TURNED ATTACKS	
Jutting Elbow	⇩Ⓟ
Needle Kick	Ⓚ
Wai Kru Turn	⇩Ⓚ
Face Crush Elbow	Ⓟ+Ⓚ
WALL ATTACKS	
Jumping Knee	⇦ Ⓔ Ⓟ+Ⓚ+Ⓖ
RISING ATTACKS	
Vertical Spin Kick	ⓀⓀⓀ
Low Spin Kick	⬇ⓀⓀⓀ

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